

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

# TOTAL!

**WIN!**  
**£1,000**  
**WORTH OF**  
**PRIZES!**

**PLUS!**

**MICRO MACHINES '96**  
**WRESTLEMANIA**  
**DIRT TRAX FX**  
**URBAN STRIKE**  
**MEGA MAN 7**

**EXCLUSIVE!**

**THE WORM**  
**RETURNS -**  
**FIRST EVER**  
**REVIEW**  
**INSIDE!**

# EARTHWORM JIM 2



9 770964 935021

12

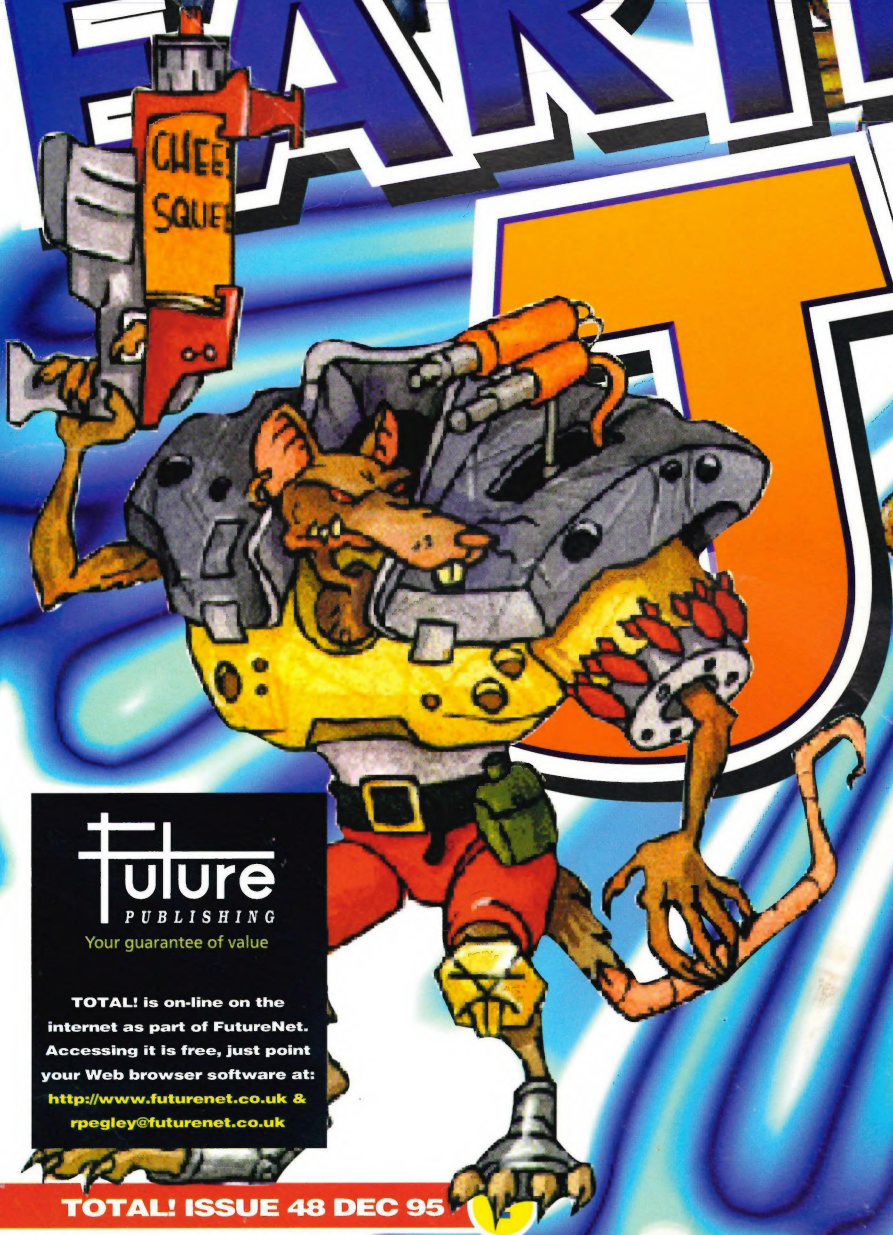
December 1995 Issue 48 £2.50

**Future**  
PUBLISHING  
Your guarantee of value





# EARTHWORM



**Future**  
PUBLISHING

Your guarantee of value

TOTAL! is on-line on the internet as part of FutureNet. Accessing it is free, just point your Web browser software at:  
<http://www.futurenet.co.uk> &  
[rpegley@futurenet.co.uk](mailto:rpegley@futurenet.co.uk)

TOTAL! ISSUE 48 DEC 95





**EDITORIAL**  
**EDITING MONKEY**  
 Rob Pegley  
**DEPUTY CHIMP WOMAN**  
 Deborahahah Cook  
**KING OF THE ART APES**  
 Jon Billington  
**BABY BABOON WRITER**  
 Danny Wallace



**TOSSED ABOUT WITH THE COVER**

Jon Billington

**HUMOURLESS CLONES**

Thicky Dyer, Steve Fardy, Adam Ollerenshaw

**SOLD ADVERTISING**

(DID A GOOD JOB WITH ADS THIS MONTH)

Louise Alexander

**BUSINESS DEVELOPMENT OFFICER**

Jackie Garford

"THERE'S NOTHING I CAN'T COVERMOUNT"

Tamara Ward (Tward@futurenet.co.uk)

**ANDROID**

Claire Eastwood

If you have any complaints about adverts in TOTAL! write to: Advertising Complaints at Future Publishing. But be nice about it.

**PRODUCTION**

**BLONDE, NICE EYES**

Lisa Smith

**SOUNDS LIKE A REALLY BAD IDEA FOR A SWEET**

Cherry Coad

**HAD HIS HANDS FULL**

Richard Gingell

**LORD OF THE PRODUCTION ARENA**

Matthew Parker

**FROWNING ELF**

Fiona Deane

**MORE HUMOURLESS CLONES**

Jon Moore, Liz Cheyney, Simon Windsor, Chris Stocker, Jason Tittley, Mark Glover, Brian Hook, Olly Gibbs,

**PUBLISHING MAN**

Saint Christopher Power

**GOD**

Greg Ingham

**THE CRAZE THAT'S SWEEPING THE NATION**

Nick Alexander

**FORCING TOTAL! UPON YOU**

Sue Hartley

**GROUP PRODUCTION... OOH, I DUNNO... "MANAGER"**

Judith Green

**DID THE COLOURING-IN**

Saturn Reproduction Graphics, Bath,  
 Phoenix Reproduction, Bath

**MADE ONE INTO THOUSANDS**

William Gibbons,  
 West Midlands

**GIVE US YOUR WISE WORDS**

Future Publishing Addresses

Editorial: TOTAL!, 30 Monmouth Street, Bath,

Avon BA1 2BW

Tel: (01225) 442244

Fax: (01225) 446019

**AW, GO ON - SUBSCRIBE!**

**TOTAL! Subscriptions:**

Freepost (BS4900), Somerton, Somerset  
 TA11 7BR

The subscription rate for 12 issues including postage is £30 in the UK, £47.95 in Eire and £62.95 for other countries. Golly, that's good!

Contributions are accepted only if they're good and on the basis of full assignment of copyright to Future Publishing. And if they're written on special magic paper, or something.


All letters submitted are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and clarity. And if we've nothing else to do, 'course.

Nintendo, Super NES, NES and Game Boy are all trademarks of Nintendo Co Ltd. TOTAL! recognises all copyrights, and where possible we have acknowledged the copyright holder. Please contact us if we have not recognised your copyright and we will gladly correct any oversight. We'll bloody kick up a fuss, though.

All material (not including Teflon) © Future Publishing, 1995

Mmm. Bye then.





*The Worm  
returns and  
this time he  
means busi-  
ness. Check  
out our  
exclusive  
review.*

**Page  
32**

# EARTHWORM JIM 2

**Battle for the  
Next Generation  
Pages  
20-25**

We  
put the  
Ultra 64  
head-to-head  
with the  
Saturn and  
PlayStation to  
see how it  
will  
perform.





# TOTAL! SELL OUT



More Nintendo extras than you can shake a joypad at, and they could all be yours.

**Page 12**

## URBAN STRIKE

We've had *Jungle* and *Desert*, now it's time for *Urban*. What next, Miner's?

**page 38**

## WRESTLE MANIA

Fat blokes in tights grapple in front of old ladies, you know you love it.

**...page 36**



## HEBEREKE'S POPOITTO



Get ready, he's going to dump his load again.

**page 40**

## DIRT TRAX FX

High-speed action in this mud and polygon spectacular.

**page 50**

## MICROE MACHINES 96

It'll drive you up the wall... along the sink and around the bath.

**page 26**

## ISS DELUXE TIPS

Learn how to beat your mates every single time with our complete playing guide.

**page 70**

### REGULARS

News	6
Charts	10
Total Sell-out	12
Letters	60
TOTAL! Tactix	66
Subs/Back Issues	69
TOTAL! Recall	78
Reader Ads	80
Crossword	82

### FEATURES

How to get ahead in games	16
Battle for the Next Generation	20

### PREVIEWS

Micro Machines 2 (SNES)	26
Frantic Flea (SNES)	27
90 Minutes (SNES)	28
Street Racer (GB)	29

### REVIEWS

Earthworm Jim 2 (SNES)	32
Wrestlemania (SNES)	36
Urban Strike (SNES)	38
Popoitto (SNES)	40
Tintin in Tibet (SNES)	42
Phantom (SNES)	45
Give 'n' Go (SNES)	46
Aahh! Real Monsters (SNES)	49
Dirt Trax FX (SNES)	50
Zoop (SNES)	53
Pac Panic (GB)	55
Mega Man 7 (SNES)	56
Mega Man 4 (GB)	58
Riddick Bowe Boxing (GB)	59

## TIN TIN in TIBET

Belgium's finest export (apart from Chocolate - Rob) solves another crime using only a dog and a quiff. Only this time he does it on the SNES.



**from page 42**

## DOOM SURVIVAL SPECIAL

Here's our tip: 'He's behind you!'. There are a few others as well of course.

**page 74**

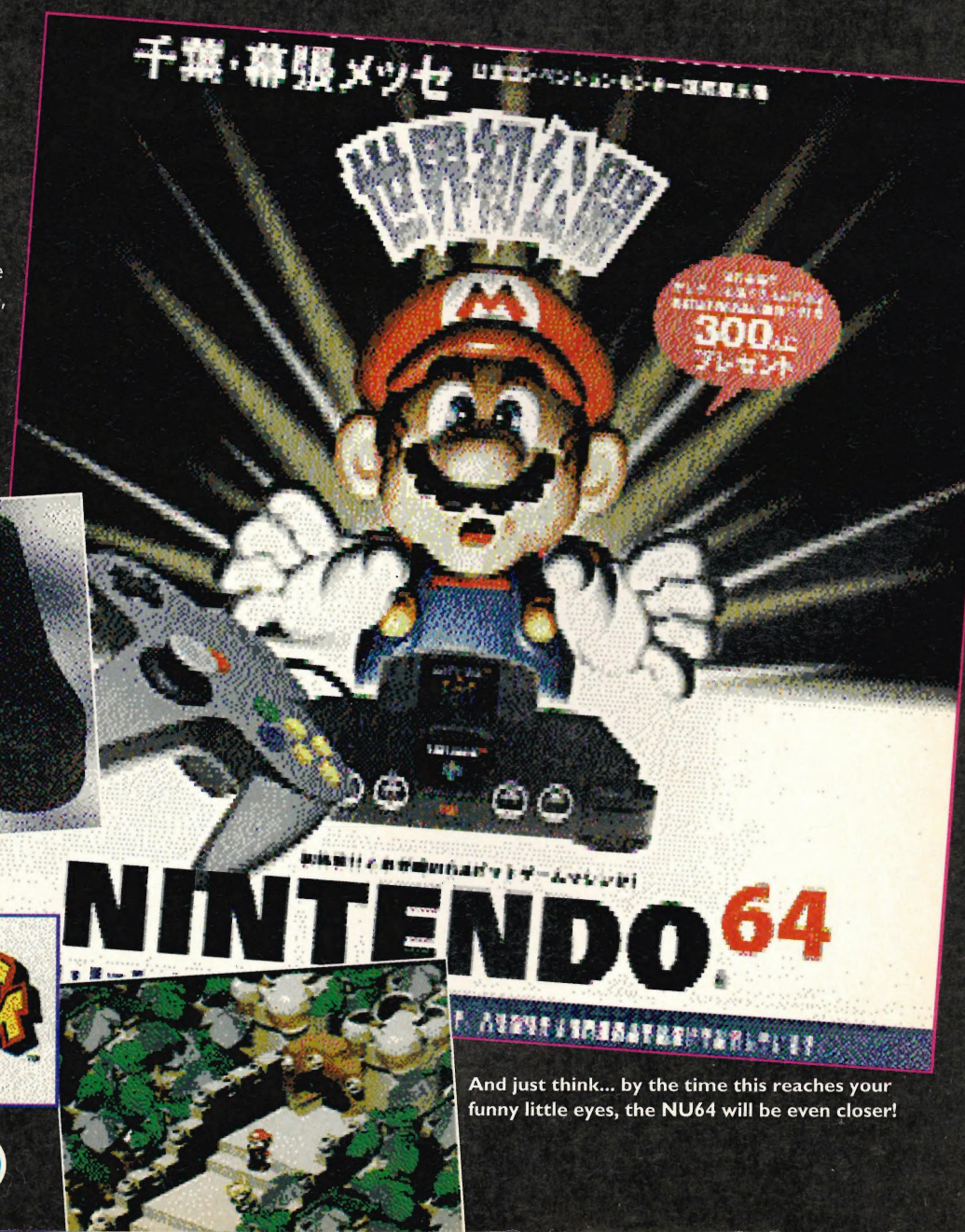


# TOTAL!

## NINTENDO NEWS

### ANY MINUTE NOW!

**T**he Ultra 64, formerly known as the Ultra Famicom in the east, will be making its Japanese debut very, very soon... at the much-hyped Shoshinkai Show. Got long lost relatives in Japan? Find 'em as quick as possible, and instruct them in a loud, unquivering voice to get down to the shops 'sometime between the 1st and the 21st of December', then. However, news has also reached us that the Nintendo bosses are considering scrapping the lonely Japanese release altogether in favour of a simultaneous US release, due to a lack of launch software. At the moment it looks as if there'll only be a couple of titles available straightaway – the *Mario RPG* we reported on last issue, and Paradigm's 3-D flight sim, *Cobra*. Nevertheless, anticipation rife, the TOTAL! team are sweating like shepherds...



And just think... by the time this reaches your funny little eyes, the NU64 will be even closer!





**BLIMEY!  
Christmas  
is only an  
issue away!**

**And slap me  
giddy with a kipper if  
you're holding the very  
best Christmas present  
guide right here in your  
sweaty little hands! So let  
TOTAL! tell you exactly  
what's what in the thrilling  
world of Nintendo... it's  
gonna be great... we're  
gonna have a party...**

## ULTRA 64 PAD UPDATE

It currently looks as if Nintendo will soon be doing a they did with the SNES – releasing the Ultra 64 with just one of the controllers we showed you in issue 46. So – no two-player fun until you can afford a second, then. But just take a look at our brand new pics of the redesigned NU64 pad, snaffled straight from the dribbling bowels of Nintendo HQ... as you can see, things have moved on a bit since we showed you the artist's impression of two months ago...



## Nintendo Slammed!

Virgin Our Price – sellers of all things lovely – have attacked Nintendo for the high prices of its carts. They reckon that things are going to be very tough for publishers and retailers over the next year or so, even though the Saturn and – pah – PlayStation have just arrived. 'Most of the new SNES releases just cost too much,' a spokesman for Virgin Our Price said, 'This'll make retailers worry about stocking them.' Still, with the quality of recent SNES releases, it looks as if retailers have a lot less to worry about than they might think...

## MARIO BROTHERS TO CLASH!

Nintendo have just announced the release of the fifth Virtual Boy cart – *Mario Clash*. Billed as the first 3D hop-'n'-bop *Mario* game, it's an 8-meg affair, and sees our little pal attacked from all sides by the various enemies he encounters.

Mario's not to be pitied for this, though. Fight back, he can. Storyline? Right: The Clash House Tower has been invaded by a host of baddies, and it's Mario's job to clean up. And with 99 levels of this, each consisting of pipes and narrow platforms, you should get pretty good at saving Mario's hairy Italian neck by the end of it. Early signs are that it should be available upon the Virtual Boy's official release.

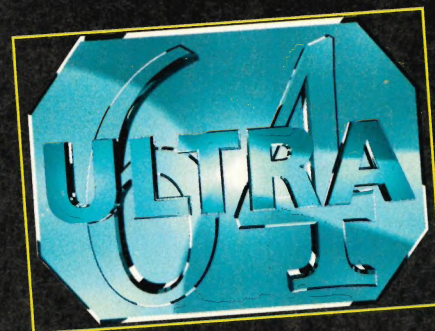
## MORE GAME PAKS PLANNED

Retro-gamers will be quivering like staplers to hear that Nintendo plan to release arcade-perfect renditions of their '80s smashes *Defender* and *Joust*, for the handy, hand-held Game Boy and – naturally enough – Super Game Boy. To be released as a 1-megabit, one- or two-player cartridge, the fourth in the series of Game Paks features 'that game where you shoot aliens' (*Defender*), as well as 'that other one where you sit on an ostrich and joust people' (*Joust*). Should be out in the shops now, priced at £29.99. More information can be found on the Internet. Get to <http://www.nintendo.com>

## ULTRA 64 – CONFIRMED GAMES UPDATE

Blimey! These games just keep getting confirmed! Roll your happy little eyes over what we've managed to confirm this month, by using just some fax machines, some telephones, some people, Britain, America and Japan. Not bad, eh?

- Ultra Mario Kart
- Donkey Kong Fantasy
- Mega Man
- Street Fighter
- Final Fantasy VII
- Ken Griffey Junior Baseball
- Gidden Eye
- Frank Thomas Big Hurt Baseball
- Ace Driver
- Mission: Impossible
- Soulstorm
- Ultra Mario Bros
- Alien trilogy
- Quake
- Killer Instinct (version yet unconfirmed)





### IT'S... ANOTHER ONE!

**N**ot content with spraying their *Mega Man* produce liberally throughout this month's TOTAL! reviews action, Capcom and Marubeni have also told of plans to release *Mega Man 5* onto the Game Boy this February. Billed as the toughest *Mega Man* adventure yet, *Mega Man* is a four Meg action cart, which should keep the avid platform/shooty fan more than happy for many a Mega Man moment. Total will Keep you updated...

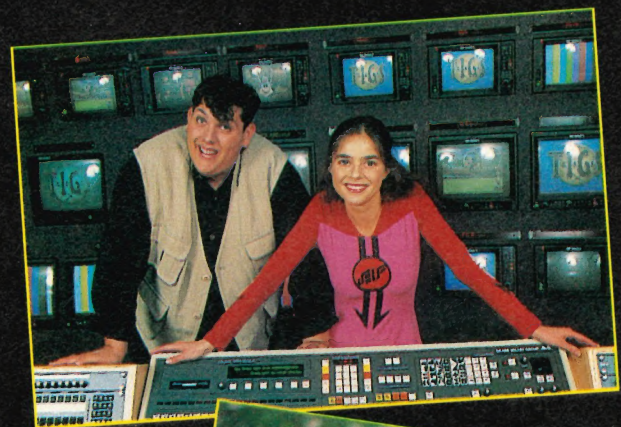


### Virtual Boy Doing Well

After reports of a virtual disaster upon the Virtual Boy's international release, Nintendo's executive vice president, Peter Main, has responded with a volley of long words and supportive sentences. From behind a cloud of angry spittle, he said 'Look, Nintendo is the only company that has successfully moved into the third dimension, and we've done it with the Virtual Boy. Not only is Virtual Boy selling extremely well in the shops, but more than 40,000 people a day across America are testing the system through a rental programme'. So there.

## IT'S... ANOTHER ONE!! 2

Get a bandwagon. Let it roll through the streets of a town called popularity. Now watch the money-grabbing TV companies and their smartly suited execs, like, 'jump', er, on the 'bandwagon'. Um... anyway, what with the likes of *GamesMaster*, *Total Reality* and *E* having banged away at our eyes the past few months, Scottish Television have decided to create 'The Totally Interactive Game Show', which claims to say goodbye to 'smoothy celebrity hosts, bimbos and buzzers', yet features (ahem) Big Al and the Jeepster. Hmm... Anyways, it's on your screens as you read this (if you're reading this at 4:15 on a Tuesday) on the channel known as ITV.



# TOTAL!

**S.P.E.C.U.L.A.T.I.O.N**  
Shame People Eat  
Children Under Legal Age -  
**TOTAL! Ingest Only**  
**Ninetysonethings**

Nintendo would seem to be continuing to think very hard indeed about their possible Ultra 64 CD add-on. As we reported last

issue, the Ultra 64 will start off as a 100% cartridge-based machine, but plans concerning a hybrid or upgrade machine are currently being chucked about. Lovely. We've received

- ahem - leaked news that a group of rebellious Nintendo engineers are pretty keen to get started on the project, which should come as welcome news to software developers currently annoyed at Nintendo's strict cart-purchasing terms. We reckon that it'll take at least 18 months to surface, with a price of at least £175. Oi - just you remember where you heard it first, and we'll be sure to keep you updated...



# wake up to football on Sky Sports 2

Like football? Tune into goals,  
phone-ins, competitions  
and loads of action  
every weekend  
morning

Soccer AM every Saturday  
Soccer Extra every Sunday

**7-11 am**

TV to **kick start**  
your weekend





## EXCLUSIVE SCOOP ULTRA 64 TO BE MADE

Thanks to our top-secret sources hidden deep within Nintendo UK, TOTAL! can now exclusively reveal that when the Ultra 64 is finally released in Britain, it will feature 'components

of various alloyed metals' and be 'encased within a specially moulded plastic casing'. More news as we get it...

## More Virtual Fun!

News has just reached us of plans for a new type of Virtual Reality for the SNES. Virtual Products Ltd have developed the new i-glasses, which connect to your console to feed full colour 3D images to your eye-likes, and ram top 3D stereo sound down your ears. Early signs show that it may initially retail for between £600 and £900... we'll keep you updated...



## FutureNet is Good – OFFICIAL!

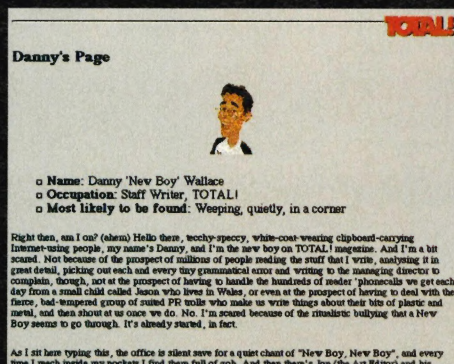


FutureNet, the on-line World Wide Web site that houses all Future Publishing's wise words and pictures, has been rated among the top 5% of all Internet sites (based on liveliness, usefulness and – hey! – fun) by Point Survey – no bad thing.

And over one million readers a month agree! See for yourself via <http://www.futurenet.co.uk>

## TOT@LLY! ON-LINE

Now, as you all know, it's possible to reach the offices of TOTAL! via the wonders of wireless wanderings, these days. Just point yer Web browser at <http://www.futurenet.co.uk>, and all that. Oh – you can e-mail the team on [rpegley@futurenet.co.uk](mailto:rpegley@futurenet.co.uk), as well. But, should you find yourself, brain smoking, eyes blistered and fingers in a nervous state of dancing confusion when it comes to the Internet and what it all means to you, you're going to need a guide. A bit of help. A friendly cyberspace face. Well, either buy Future Publishing's .net Directory (£4.99 from all good newsagents...), or settle down for an evening with the latest from Paradox video – *An Introduction To The Internet*. At just under 45 minutes long, it'll tell you just about everything you wanted to know concerning the as-yet mystical Internet. Pop down to any good shop and buy one for a mere £10.99, or win one of the five copies we've got to give away. Just tell us – what is a modem? Answers to the usual blah de blah...



## Nintendo Better Than Ball Games

FACT: Playing about with Nintendo is far, far more interesting than playing about with a few million quid! 21-year-old Ian Jackson from Enfield recently scooped the National Lottery jackpot of £3.1 million, but carried on staring soullessly at his screen even when told the news. What a sensible and commendable young man.

## CHARTS

**Super Bomberman 2 still keeping hold of that top slot... how long before its sequel gives it the boot?**

## SNES

- 1 1 Super Bomberman 2
- 2 6 StarWing
- 3 3 Animaniacs
- 4 5 Mortal Kombat 2
- 5 NE Mickey Mania
- 6 2 Primal Rage
- 7 4 Rise of the Robots
- 8 10 Donkey Kong Country
- 9 RE The Lord of the Rings
- 10 12 Super Mario Kart
- 11 RE Lemmings 2
- 12 RE Batman Forever
- 13 11 Cannon Fodder
- 14 18 NBA Jam TE
- 15 RE Secret of Mana
- 16 RE ISS
- 17 16 Cybernator
- 18 15 FIFA Int. Soccer
- 19 RE Robocop vs Terminator
- 20 20 Kick Off 3

## GB

- 1 NE Donkey Kong Country
- 2 2 Super Mario Land 3
- 3 1 Zelda Links Awakening
- 4 10 Kirby's Dreamland
- 5 RE Tetris
- 6 6 Donkey Kong
- 7 8 Super Mario Land
- 8 5 FIFA Int. Soccer
- 9 9 Space Invaders
- 10 7 Warioblast

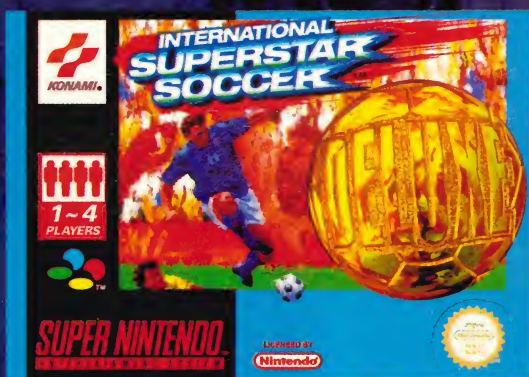




# INTERNATIONAL SUPERSTAR SOCCER



*It's a whole new  
ball game...*



*It's more than just a sequel...*



**New teams, new players,  
new stadiums, new strategies  
and new techniques.**

- ★ Realistic player sprites with brand new animations and skills
- ★ Increased CPU intelligence to challenge beginners and experts alike
- ★ 36 international teams featuring recognisable celebrity players
- ★ Real, live commentary, 7 different stadiums and new stadium video screen
- ★ International Cup, World Series and fully editable tournament modes
- ★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
- ★ Four way play also possible

*A load of old balls it ain't!*



**Release Date: 3rd November 1995**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





1

### SUPER 16 Competition Pro

With Auto-Fire, Turbo-Fire and a Slow-Motion selector, the Super 16 seems pretty well-equipped, and – blimey! – it is. The rather controversial design (anyone for Sega?),

however, does mean that the pad will be a strange experience for die-hard Nintendo gamers at first.

And this wouldn't necessarily matter. It's just that, in a startling and worrying twist, the pad just doesn't have the same quality feel of its – gulp – Mega Drive mate. Sorry.

Overall: ★★

WIN!  
3

2

### SUPER CLEAR 16 Competition Pro

One of the nicest looking pads in the shops, this. Competition Pro have obviously been putting a lot of effort into creating a stylish and smart SNES pad, and come out with the Super Clear 16. Only one problem any of us could find, though. Sometimes – just sometimes, mind – the buttons seem a little close together.

Overall: ★★★★★



WIN!  
3

# TOTAL! SELL TOTALLY! GE

3

### TRIBAL TAP Fire International

Forget yer five-player adaptors. Ram 'em up a camel. Nah – six-player adaptors are the future. And Fire International's Tribal Tap is one of the first on the market. Nestling near your SNES with all manner of fancy flashing lights and fiddly bits, it's possible to stick five pads into it at once, with a further one pad fitting in the other pad port. All in all, rather nice. Oh – and if you don't win one of ours, phone Fire on (01302) 340079 and order your own.

Mention our name and you won't even have to pay p&p. Nice, eh?

Overall: ★★★★★



WIN!  
3

4

### SPRINT PAD Spectravideo

Another semi-clear pad, this one, and one that sits quite nicely in the palm. A joystick with all the standard options, it's a stylish and solid attempt at livening up a previously dull market. Nice.

Overall: ★★★★★



5

### NES PAD Competition Pro

Still got a NES festering in your front room? Pad knackered from endless 'goes' on Mario? Not sure who to turn to for help and companionship? Turn to Competition Pro, then. Although a tad plain and simple looking, it does its job more than well, and certainly handles a lot better than any of the annoyingly rectangular affairs which managed to make a home under your skin after a mere minute's worth of play.

Overall: ★★★



WIN!  
3





**8**

## BOMBERMAN TAP Fire International

The very latest in wacky/tacky/jappy technology, this rather natty Multiplayer-adaptor is, in many ways, 'The Best Thing Ever'. Not only does it allow you to humiliate -?- of your friends, as you cause their silly little faces to crumble and distort whilst pummeling their confidence into a messy jammy pulp 'at' *Bomberman*, but it also pacifies them, turning anger into love and distress into harmony, with its lovable, multihuggable exterior. Yes. So, either give Fire International a call on (01302) 751 428, or win ours! Choice is yours, like.

Overall: ★★★★★

WIN!  
WIN!  
WIN!



**9**

## HEATSEEKER PAD Fire International

One of them auto-fire turbo things, the Heat Seeker takes the tried and trusted form of a standard SNES pad, but - hey! - uses a little bit of industry magic to liven things up just a bit. Although people with oversize hands will find it a welcome change, the pad does tread on the cumbersome when needed for intricate games-playing. Still, bags of options and a quality-feel make it a joypad well worth considering.

Overall: ★★★

WIN!  
3

# OUT

## ARED UP!



**6**

## SN6 Competition Pro

No frills or spills with this one, which actually makes quite a refreshing change. The pad fits quite nicely in the hand, and really does look quite at home next to the official Nintendo pad. Pretty basic, and not all that pleasing to the touch, but certainly worth a pog.

Overall: ★★

WIN!  
3

**7**

## HYPERSCORE Hasbro

New from the shiny-shoed tinkers at Hasbro comes this top new piece of gaming kit. The HyperScore is an electronic device which, thanks to the wonders of modern technology and the invention of the electric telephone, is able to pipe your scores straight into Teletext, where you're placed into a huge ruddy great gaming league. Best thing since shouting.

Overall: ★★★★★



WIN!  
5

IT'S THE SFX SPECIAL EFFECTS SPECIAL!

# SFX MONSTER MAKER!

RAY HARRYHAUSEN  
IN THE SFX INTERVIEW

40 YEARS OF  
BBC VISUAL  
EFFECTS

ADDING THE  
FINAL TOUCHES  
TO GOLDENEYE

BUILDING  
NOSTROMO FOR  
ALIEN

## ON SALE NOW!

PLUS! ROBERT RANKIN INTERVIEW

Future  
PUBLICATIONS

Films, TV, Books, Comics, Video, Models and more...



1

## SCIENCE FICTION

Science Fiction is a wunnerful thing, innit? And to bring you closer to dreams of high-tech, high-spec worlds and powerful robots 'going wrong', of smooth-talking strangers who vomit pink, jelly-like blood, and of planets in imminent danger of

colliding with huge baby eels. Or something. Well, to celebrate the rampant elf's mother that is Science Fiction, we've gotten together with Warner Home

Video, to bring you NOT ONLY some of the best science fiction of today, BUT ALSO the best of many a year ago. So, drop to your carpet-worn knees and pray you win our copies of *Highlander*, *Batman*, *Batman Returns*, *Outer Limits 4 and 5*, *Babylon 5* (vols 6 and 7), we've got to throw around! Each retails for between £7.99 and £10.99, and is very, very

good indeed.

WIN!  
7

## WIN! OOR TAT

Like what you see, do you? Don't blame you, mate. Lots on offer, as it were. But – before your little legs start bounding you into the video shop for your Country Line Dancing vids – don't you think you'd better cover all yer angles? Eh? C'mon – enter the Sell Out. You know you want to.

**All you've got to do to stand a chance of winning the sleek plastic loveliness draped lady-like over these three pages is tell us whether, in your opinion, staples should be outlawed in this country. No less than ten words, mind, and any entries using the words 'fiddle', 'bamboozle' or 'yahtzee' will be severely dealt with. SEVERELY.**

**Send your entries to: TOTAL! Loves The Post Room Boys But I Think They're Silly, TOTAL!, 30 Monmouth Street, Bath BA1 2BW. Now, off to the shops with you!**

### Rules:

- Have you got anything to do with any of the companies featured in Sell Out? Off you sod, then.
- Any multiple entries will be placed in a special magic bin, and taken away to a mystical tip miles away from here. In Twerton, I think.
- Those were the rules. Goodbye. Danny.

2

## SHAKEN NOT STIRRED

Danny used to go to school with James Bond, you know.

Anyway, TOTAL! have gotten together with MGM and United Artists to give away a copy of each of what we reckon are the best in Bond entertainment. None of that Timothy Dalton rubbish or Pierce Brosnan nonsense for us! Just yer Sean Connery, Roger Moore and...er... George Lazenby (who hell he? – A sausage) in some of the tippitytoppiest spy-related action this side of Keithley. All videos are available in the shops and worth a whopping (but surprisingly fair) tenner each. BUY THESE VIDEOS NOW!

WIN!  
8

## BOOK MUNCH

TITAN Books – a name synonymous with power, with glamour, and with books. TITAN Books is a name that strikes fear into the hearts of penguins, mandarins and other small things. Like... er... methuens. Oh – and a name that we in the TOTAL! office like shouting very loudly indeed. Especially when they offer to forcefeed us their ridiculously good books, and then toss a few into the mass of eager, TOTAL!-reading TOTAL! readers. So, thanks to a lady called Ruth, we've got three copies of *The Simpsons Comics Spectacular*, three copies of *Beavis and Butt-Head: Holidazed and Confused*, and three copies of *Ren and Stimpy: Tastes like Chicken*. Each is worth £6.99 and comes with its own cover, words and paper. Ace!

WIN!  
9

5 TO DI FOR

Will Carling. What a man. And, surprisingly, a man who can play rugby quite well. If you'd like to be described by someone at TOTAL! as 'a man', and you'd like to be able to play rugby 'quite well', then you're going to need the brand new Will Carling video from Paradox video, which ordinarily, would cost you £10.99, but, thanks to the likes of us, could be 'winging' its way to you in a mere week or two. Will picks his Dream Team! Scrummy! (Fired! – Rob.)

WIN!  
3

4

## COMMERCIAL BREAK

Celebrated funnyman, die-hard entertainer and practising friend of OJ, Leslie Nielsen 'stars' in this far-too-bleedin'-American Christmas stocking filler. 'Les' – as I like to call him – takes us through the finest and funniest in what he spent months of research

finding – adverts. Whattaguy. Each video will be quacking like a duck this Christmas in shops around the country, and retailing at a piffling £9.99.

Astrion video have given us five, and we want you to have them. Win, win, win...

WIN!  
5





# FIFA 96 SOCCER

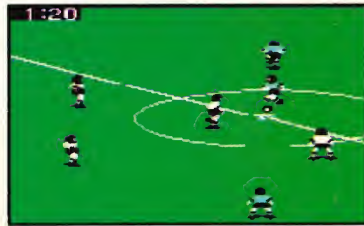


## THE ACTION'S NOW HOTTER THAN EVER!

**200 National and International teams with more  
challenging opponents. Tournaments, Leagues and Friendly Game  
Modes, Penalty Shoot-outs and faster action all in 4 megs.  
The most sophisticated and original football gameplay for Game Boy!**



AVAILABLE FOR  
**GAME BOY**™



**T•HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH. TEL: 01372 745222**

EA SPORTS AND THE EA SPORTS LOGO ARE TRADEMARKS OF AND ELECTRONIC ARTS IS A REGISTERED TRADEMARK OF ELECTRONIC ARTS.  
NINTENDO, GAME BOY, SUPER GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO CO. LTD. BLACK PEARL SOFTWARE IS A TRADEMARK OF T•HQ, INC. © 1995 T•HQ, INC.



# HOW TO GET AHEAD

Writing about videogames all day long... easy life, mate. But just how do you kick the notoriously sturdy closed door open, and manage to shove one achingly talented foot into the industry's not unimpeccable hallway? We thought that the best way to do

this would be to show you exactly how other people managed it. So, in the first of a series of 'How To's', **TOTAL!** tells you exactly what you want to know about getting into the videogames industry – starting, naturally enough, with videogames journalism. So **TOTAL!** took a gentle wander around Future Publishing...

## HOW THE HELL...?

Editor, **TOTAL!**

**ROB**

Rob – the bloke you hate to love actually started out on sister magazine *Sega Power*. 'I just applied for a job advertised in *The Guardian*,' says Rob modestly. 'Every Monday *The Guardian* is full of writing jobs (including ones here at Future!).' Surely there was more to it than that oh exalted one? And how did you know that **TOTAL!** was your destiny? 'Well I first decided I wanted to get into magazines when I started writing for the Student Newspaper at University. Then when I left college, I pestered loads of local magazines and fanzines for work and then started earning some money for it. I did myself a really wacky CV and sent it everywhere, until Future finally recognised my brilliance.'

After *Sega Power*, Rob buggered off to London to launch a magazine, but unable to get Nintendo out of his head he returned to **TOTAL!** via a brief stint as Deputy Editor on *Ultimate Future Games*. Now the jolly editor of **TOTAL!**, he has only a smidgen of advice: 'Read as much as you can and learn from it as you try to develop a writing style. Then try and get as many qualifications and as much writing experience as you can, so that your CV is credible. And finally don't give up, you'll get a lucky break eventually.' Nice bloke, Rob.



## DOs

- Make yourself a CV – a piece of paper which explains everything about you. Get your name, address, date of birth, qualifications and general interests on it, and write a covering letter explaining why you'd be the perfect choice for whatever job you're going for.
- Practice your writing, and develop your own style.
- Send examples of your writing or artwork to potential employers. Oh – but make sure it's all – y'know – correctly spelt and so on...
- Get yer GCSEs...

## DON'Ts

- Don't do as Thick Dyer did and send a small French car to a potential employer instead of a normal '1CV'...
- Don't expect immediate action unless the job's been advertised, right?
- Keep on trying – some people who didn't 'get in' first or second time are now bleedin' editors! Honestly... it's a disgrace...
- Don't make your CV too off-the-wall – yeah, so you're going for a creative job, but don't, for example, send it all off on the brightest, most eye-knacker paper stock you can find...



## HOW THE HELL...?

Editor, Super Play

**ALISON**

Alison first started thinking about a career in journalism after leaving university with top grades, a youthful outlook and silly, girly, shoulder length hair. After seeing a job on bike mag *MBUK* advertised in the local press, Alison applied and waited around. Although she didn't get that job, her paperwork was kept on file, and Future Publishing decided to contact her when another position became available.

Starting as the Production Assistant on the EXCELLENT weekly magazine *New Computer Express*, Alison later became the Production Editor on... um... *Amiga Shopper*. But, never one to give up hope, Alison moved on to fulfill the same role for *GamesMaster*, before being promoted and starting as *Sega Power's* Deputy Editor, and, finally, editor of *Super Play*. Advice? 'A lot of people think that a love of games is all you'll need to be able to review 'em. But you're also going to need to be able to write readable, informative and - hey! - sometimes even witty things. So get yer English qualifications! And adopt some kind of immune system to screens - first of all you play the games while staring at one screen, then you write about 'em while (guess) staring at another. Migraines aren't that unusual in my office... although... um... that might be the stuff I spray under my arms... er...'



## HOW THE HELL...?

Editor, Ultimate Future Games

**MARCUS**

Marcus Hawkins, recently hailed by the BBC's *Total Reality* series as 'Andi Peters' natural successor', is but a young tadpole in a pond full of fossils. He managed to get his first job - Editorial Assistant on *GamesMaster* magazine - by just turning up at the office and asking if there was anything that needed doing - for free. Being the talented chap that he is, he soon landed a job as *UFG's* first Staff Writer, where he's steadily risen up the ranks to the heady heights of editor. When asked what's needed to make it into videogames journalism, Marcus adopted a strange twitch in his face and legs, and simply muttered 'Persistence'. Still - it's not an easy job, he reckons. 'Consistently producing a quality magazine, month after month, is a beast of a task to pull off. Deadlines, soft- and hardware problems, late nights at the office... it can all be a bit of a nightmare...'



## HOW THE HELL...?

Staff Sub, GamesMaster

**WILL**

After hearing about the joys of videogames journalism from a friend, Will Groves decided to apply for a job he'd seen advertised in the national press. After a couple of on-the-spot reviews and writing tests, he was offered a position on *GamesMaster*. Now fully-employed in the day-to-day rigours of magazine publishing, Will's charming West-Country ways provide many a happy Future Publishing Limited hour. And, when he's not beating Danny 6-0 at *ISS2*, he's just full of helpful advice: 'Always keep your hair tidy. And, if you're serious about getting into the industry, make yourself a proper CV, and send it with examples of your work to potential employers, right? Make it as visually impressive as you can, all neat and lovely, like.'



## HOW THE HELL...?

Staff Writer, TOTAL!

**DANNY**

Danny actually started 'doing stuff' for Future Publishing while on work experience at 15. Since then, he's been a regular at the offices, freelancing his way through school, and contributing to magazines like *Sega Power*, *Super Play*, *GamesMaster*, *Ultimate Future Games* and *The .net Directory* before being sucked kicking and screaming into the vast bubbling world of Nintendo exclusives that is *TOTAL!*. Now a massive 18 years old, Danny has some unusually wise advice: 'School, right, is dull. That's a given. But, if you can, get as much out of it as possible. Get into the Sixth Form - you can have an unusually good time, and it also shows that you're dedicated to whatever you're doing. That's what I reckon.'





## DOING CVs...

Not quite sure what the first step you should take really is? Don't quite know your CVs from your CDs? Need a bit of guidance? Cast your ball-like over our fancy advice column, and find out all about the mystical chimps we call Curriculum Vitaes...

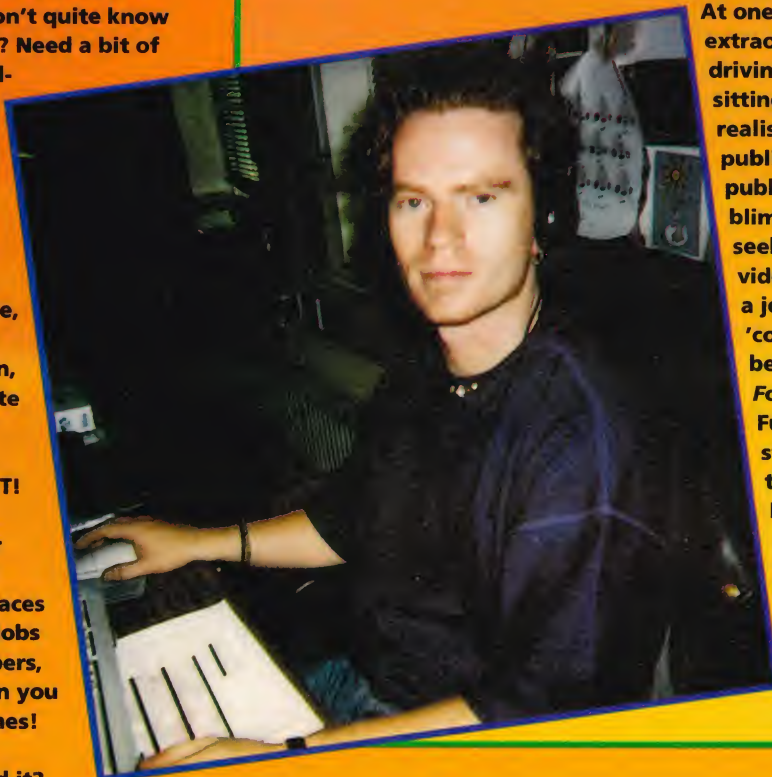
**1** Right – first of all work out who you are, and all that stuff. Done that? Well, write it down, then. All of it. Name, date of birth, nationality, general interests, the works. And make it NEAT!

**2** Now you've got your basic CV, what you'll need to do is think of places to send it. Look out for jobs in fancy media-style papers, or – blimey! – even down you local job centre sometimes!

**3** Found a place to send it? Write them a covering letter, then, explaining exactly why they should give you a job writing for their magazine.

**4** Ooh – but before you send it off, though, slap a creative hat on. Write a review of a game you know quite well, but try and make it a reasonably recent release. An ability to write is often more important to potential employers than huge ruddy great fistfuls of qualifications, so make it good. Yeah?

**5** Send yer stuff off. Oh – but don't expect an immediate reply, as your application thing might just end up being kept on file, and brought out when someone like Rob gets the inevitable sacking treatment. Okay?



## HOW THE HELL...?

Art Editor, **TOTAL!**  
**JON**

At one stage, Jon Billington, artist extraordinaire and short-haired Lotus-drivin' ladies' man, spent most of his time sitting at home drawing comics. Once he'd realised that he was good enough to be published, he began to pester various publishing houses for a job. And – blimey! – he managed it too. Soon seeking fame and wealth in the videogames market, however, he landed a job with – ahem – a certain other 'computer and video games' magazine before moving onto designing *Amiga Format Specials* for the tinkers at Future Publishing. And, after a brief stint on *Games Zone*, finally made it to **TOTAL!**. He says: 'Hey, kids, now listen. Study hard at school, and don't toss around in lessons. Oh – and if you've got any boring relatives with dull, monotonous, mundane jobs, **IGNORE THEIR ADVICE!**' Thanks, Jon mate.

## HOW THE HELL...?

Managing Director, Future Publishing

**GREG**



Although no one has seen or spoken to 'old man Ingham' in years, it is generally believed that he sits behind locked doors even today, cigar in one hand, stuffed white cat under other. According to popular folklore, the man who pays our wages started out by creating his own weekly computer newspaper, (hilariously titled *Computer Trade Weekly*) which quickly became the industry's leading printed voice. Then, he joined Future Publishing, and rose through the ranks to enjoy the life of fast cars, French food and foreign travel he now has. Um... behind those locked doors, 'course... er...

## RECKON YOU CAN HANDLE IT...?

So then – we've given you the basics. You know what you have to do. But even that might not be enough to guarantee you a place in the industry. So, because we love you, and because we're always on the look out for fresh, young writing talent, we've decided to take a chance on you. Fancy becoming

one of our highly esteemed writers, do you? Don't blame you, mate. So do I. What we want you to do is send us a sample review (250 – 300 words should do it), and we'll do the rest. Make it funny, make it serious, make it anything you want to convince us we should give you a job. And then start praying...



# LETHAL WEAPONS

4 NEW TITLES  
TO TRY YOUR  
HANDS AT



To many people Pinball represents true arcade fun, where the need for speed is addictive and quick hand to eye co-ordination essential. Pinball Mania brings the whole pinball experience to life in the palm of your hand. Flashing lights, bouncing atmospheric soundtracks and rapid 8-way scrolling keep your eyes firmly fixed on the ball, and your fingers burning the buttons. Choose from four exciting tables and discover those hidden bonuses, ball traps, and 1,000,000 point skill shots with multi-flipper play. Have a ball with the KICK OFF table or play TARANTULA to put some bite back into your handheld fun. Bored of being locked up with the same old cartridges, then initiate a JAILBREAK. Alternatively hit the JACKPOT and take a gamble on this game ... you're sure to find it a winner.



**DUEL IN THE DESERT WHEREVER YOU GO!** Now you can take the fury of modern armoured combat with you wherever you go – **SUPER BATTLE-TANK™** roars onto the Gameboy®! Take control of the fearsome M1A1 battle tank and power over the dunes to wreak havoc on the enemy! All of the M1's lethal armaments are at your command – smoke screens, the 7.62mm machine gun, and the mighty 120mm main cannon! Realistic missions and manoeuvres put you in the thick of the dangers of modern armoured warfare!

- The newest in the best-selling SUPER BATTLE TANK series!
- 10 action-packed missions!
- Battle dangerous hordes of sophisticated Soviet-made weaponry!



**TAKE A SWING AT THE CHAMP!** He's king of the ring and wears two championship belts. Every heavyweight in contention wants a piece of Riddick Bowe ... but big daddy wants to rumble with you!

**STEP INTO THE RING ... WITH THE HEAVY-WEIGHT KING!**

- Career Mode – lets you create – and save your own fighter • 25 ranked fighters and 65 different boxers in all – each with his own personality and fight style • Fighters age realistically throughout their careers • Cool blow-by-blow sound effects • Extensive punch selections • Individual round and career stats • The only side-by-side boxing game for the Game Boy.



**STAR TREK® GENERATIONS BEYOND THE NEXUS™ TRAVEL INTO THE FINAL FRONTIER!** Re-live the ultimate STAR TREK Adventure on your Nintendo Game Boy®! Based on the new **STAR TREK® GENERATIONS** movie from Paramount Pictures, **BEYOND THE NEXUS™** puts *you* in the middle of the most crucial mission of the U.S.S. Enterprise™!

On this voyage, a bizarre phenomenon brings together two of the famed starship's most honoured crews! You'll work side-by-side with characters from the original STAR TREK series and the popular syndicated hit STAR TREK: THE NEXT GENERATION®!

It's an incredible adventure in the 24th century!

- Encounter Klingon and Romulan starships in simulated 3-D Space!
- Based on Paramount Pictures' seventh STAR TREK motion picture!

## GAMETEK

Distributed by Gametek UK Limited, 258 Bath Road, Slough, Berkshire SL1 4DX, United Kingdom.



# THE TRIAL OF THE NEXT GENERATION SYSTEMS



Ladies and gentlemen of the jury, you see before you four so-called 'super consoles'. In the trial that follows you will learn of their movements over the past two years. You will, distasteful though it may seem, be forced to examine the evidence put before you. Evidence that suggests that these machines, with their allegedly superior capabilities, have been promoting themselves, each of them, as 'the next big thing'. It will be up to you to evaluate the evidence and decide, beyond reasonable doubt, that each of their claims of supremacy are founded, or if they are simply, to use a legal term, talking guff. The court is now in session.



# 3DO

## Can we have the first defendant please?



**Need for speed:** Cruis'n USA it ain't, but popular enough.

### The Evidence

#### The Need For Speed

If they were after the high speed thrills of *Ridge Racer*, 3DO owners didn't get it. However, what they did get was a great-looking road racer with a superbly realistic feel. The gameplay proved a winner with the punters and the game received rave reviews.

#### Return Fire

A top-down military combat game in which the players could take out a variety of vehicles such as jeeps, tanks and helicopters in order to carry out simple missions that invariably involved lots of high speed manoeuvring and shooting. The simplicity of the game made it amazingly playable, but while the gameplay was kept simple the graphics were tarted up with some excellent scenery and some well-implemented scaling effects. What's more the soundtrack (thumping classical music such as the *Ride Of The Valkyries*) made it a gung-ho experience of amazingly playable proportions.

#### Super Street Fighter X

Based on the coin-op of the same name, 3DO owners thrilled to the fact that they had



Oi! We were fiddling with this game on the SNES years ago! Next Gen? Pah.

### Case History

**Mr 3DO.** Of all the defendants assembled here, your history of hogwash stretches back the furthest. You were announced some three years ago and claimed to be a good 50 times more powerful than anything else that was out there. Quite how you calculated this figure is a matter of concern, but further, we have to consider the fact that at the time the only other machines available were 16-bit consoles and a woeful little chap called CDi who, incidentally, we'll be talking about later. Such strident claims would be amusing if they weren't so misleading. 50 times more powerful you may have been, thanks to some bizarre and irrelevant calculations, but as this courtroom has proven so many times before, gameplay is what counts. And what I would like the jury to consider is that when you 'hit the streets' your initial batch of... sorry? What? Yes, yes, you're punctuality in hitting the shops on time is noted. As I was saying the first titles to appear were nothing short of dismal. Graphically, yes, you were very well behaved, but in terms of acceptably playable behaviour, your conduct was far from exemplary. You have had some time to take stock of your situation however and the court notes that the time has been well spent. More recent releases have indeed been of a more than acceptable standard but I once more turn to the jury and would asked them to keep at the forefront of their minds the fact that 3DO is still charging a good deal more than the current competitors for his services. While offering few additional features.

something to really crow about. Apart from a few awkward loading times it pretty much did everything the coin-op did. It could be argued that the game was already waning in popularity and was about to be surpassed by *MK3* but what the heck, it was still one of the top combat games of all time and what's more it had reached the 3DO unscathed.



**Return Fire:**  
Yeah yeah  
- not  
ours, but  
fun!



### Profile

#### Defendant Profile - 3DO

##### Graphics

70,000 polygons/sec with effects. 1,000,000 plain polygons/sec. Gouraud shading. Max 640x480 resolution, 24-bit colour.

##### Sound

DSP at 66MHz. 2K cache.

##### Power

Power PC 602 processor at 66MHz. Custom ASIC chip with up to 10 graphics and audio co-processors.

### The Verdict

Ladies and Gentlemen of the Jury, have you reached a verdict?  
'We have your Honour.'  
In the case of 3DO versus the general public, how do you find the defendant?  
'Guilty Your Honour.'

3DO, the court has found you guilty. I have no choice but to condemn you claims and sentence you to a career of always being in the shadow of your colleagues. You will live out the rest of your days as an underdog providing adequate software but never once gaining the respect of the discerning buyer. However, we will review your case when you have upgraded yourself in the near future.



# The court calls Sega Saturn to the stand.

## Case History

I see before me a tragic figure. A console that, given different circumstances, may have forged a decent career for itself. Had it not been for the interference of another of our defendants, Sony PlayStation, you may have been able to walk tall and proud in our society. But I warn you, being technically less impressive than another individual is no excuse for you to rely upon your previous good name in order to entice the public into places they may otherwise not have wanted to go. It's true that, to date, you have not claimed to be something you are not. There was no talk of revolution in the way that 3DO conducted himself. However, the public did come to expect something rather special, something that would, at the very least, deliver arcade perfect versions of *Daytona* and *Virtua Fighter*. In the event, the conversions were very professional. But in truth they were nothing like the products Joe Public came to expect. What's more, like 3DO before you, your price is still a bone of contention. The worst of your crimes however is that despite having been in the business for a quite considerable time, you allow yourself to be released and almost immediately superseded by PlayStation, an arrogant young upstart who we'll be hearing more of in just moment. Sega Saturn, I put it to you that an honest upstanding console would have seen the other developments taking place and would have voluntarily taken himself 'back to the drawing board'.



I feel rather sick.



People having fights. You can get that free in prisons.



Hmm... Okay graphics-wise, but lacking everywhere else.



## The Evidence

### Daytona

A fine piece of software. But not without its faults. It plays much the same as the coin-op and graphically the level of detail is pretty close. But what it couldn't achieve was the smoothness of the arcade game or the speed with which the scenery was created. What you're left with is the poor man's version of the coin-op, not something that eager punters expected from this expensive console. It does play well, but the redrawing of the backgrounds really does take away a lot of the excitement that was generated in the lead up to its release. It looks especially poor when placed next to Sony's superb *Ridge Racer*.

### Virtua Fighter

Probably the most successful Sega arcade to home conversion. Although the game itself was looking a little dated anyway, it was replicated almost perfectly and the excellent gameplay came across without a flaw. What's more Sega recognised that more could be done so a follow-up called *Virtua Fighter Remix* is now on sale with much more graphical detail to bring it up alongside the likes of *Tohshinden* and *Tekken*.

### Bug

A glimpse at what the next generation consoles would do for the platform game. The gameplay is very traditional, but packed with neat ideas and it all develops very well the more you play.

The innovation comes in the form of a 3D environment which, while not allowing you total freedom, does enable you to get the excitement of traditional platform gameplay but played in and out of the screen as well as left and right. Sadly, Sony went one better and moved the platformer a stage even further with *Jumping Flash*.

## Profile

### Defendant Profile - Sega Saturn

#### Graphics

300,000 texture-mapped polygons/sec. 900,000 plain polygons/sec. True colour from 16.7 million colours. Max 720x576 resolution.

#### Sound

24 bit. 32 PCM. 8 FM channels at 44KHz.

#### Power

2 Hitachi SH2 RISC based chips at 28.6MHz. Hitachi SH1, 24-bit DSP, Motorola 68000.



Bug! proved to be quite a nice little game, we reckon. Not Ultra 64 standard, though...



## The Verdict

Ladies and Gentlemen of the Jury, have you reached a verdict?  
'We have your Honour.'  
In the case of Saturn versus the general public, how do you find the defendant?  
'Guilty Your Honour.'

Sega Saturn. You too have been found guilty of being an overblown wannabe. I sentence you to a lifetime of only moderate success, forever in the shadow of your contemporaries. I recommend that you maintain your profile of flashy advertising, knowing that you are not quite up to scratch. I would also recommended the sternest condemnation on the issue of your rather steep price points.



Take on the Empire and the power of the Dark Side in this thrilling conversion of LucasArts Star Wars finest challenge.

Faithful to the 16 bit version, control Luke, Han, Chewbacca, Leia or Wicket the Ewok. Battle through perilous missions, pilot space vehicles and then ultimately destroy the Death Star restoring freedom to the galaxy.



# RETURN OF THE JEDI <sup>TM</sup>

NOW AVAILABLE FOR

# GAME BOY <sup>TM</sup>

Black Pearl  
SOFTWARE



T•HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH. TEL: 01372 745222

© 1995 Lucasfilm Ltd and LucasArts Entertainment Company. All Rights Reserved. Used under authorisation. Star Wars is a registered trademark and Return of the Jedi is a trademark of Lucasfilm Ltd. Nintendo, Game Boy and the official seal are trademarks of Nintendo Co. Ltd. Black Pearl Software is a trademark of T•HQ, Inc. © 1995 T•HQ, Inc.



# Our next defendant is Sony PlayStation

## The Evidence

### Ridge Racer

How anyone ever expected Namco to squeeze the technically amazing *Ridge Racer* coin-op onto a little PlayStation is beyond us. But they managed it. And the only noticeable difference was that the scenery drawing wasn't quite as smooth. That aside the conversion is phenomenal. Of course, with the additional power the Ultra 64 will be able to better it graphically, but they'll have to work very hard to better the gameplay. Okay, this is a Nintendo mag and *Ridge Racer* is on the PlayStation, but credit where credit's due, this is probably the finest racing game ever seen on a home console.

### Tohshinden

Stealing the thunder from Sega, Sony quickly bashed out this 3D beat-'em-up to go up against *Virtua Fighter*. But rather than just mimic Sega's efforts they went straight for the jugular and in graphical terms at least bettered VF. The characters were more imaginative and all of them featured fully texture mapped polygons giving the fighters a much more impressive look. As far as the gameplay went, most people would agree that VF was the better game, but *Tohshinden* only fell slightly short of the mark. It looks like Sony's machine is home to a fine racer and, damn them, a mighty fine combat game too.



Um... hard not to snigger at the - ahem - 'graphics' this thing is capable of...

## Case History

**Hmmm.** You are a slippery customer. Formerly going under the name of PSX, you appeared on the 'scene' rapidly whipping up a storm of speculation as to your abilities in the videogame arena. In a short space of time you exploited 3DO's launch difficulties and changed your name to PlayStation, thus firmly pitching yourself as a games machine and not some all-conquering multimedia experience. Some would call this honesty, others would see it as a subversive undermining of the competition.

At your recent launch you provided, as promised, a superior batch of titles including the stunning *Ridge Racer*, an all but perfect coin-op conversion. On the surface it would appear that your career to date has been nothing short of spectacular and your reputation unblemished. But we are not here to judge you all on your capabilities alone. What I ask the jury to understand is that we must decide whether each defendant has indeed delivered a glimpse at the future, a taste of the next generation of software and above all, to decide which of you, if any, is true in your out and out supremacy in your area of expertise. In your case Mr PlayStation, I urge the jury to ask themselves whether a young upstart such as the one we see before us, who sprang from nowhere, aided by a company with no previous



experience in this particular market, and who appears to have effortlessly achieved his goals and kept his bold promises within a timescale that can only be described as a 'trice', well, I wonder if such an individual can be entirely

trusted, and entirely without limitations.

### Jumping Flash

Simply amazing. Despite being a bit short and easy, *Jumping Flash* really shows where Next Gen platformers should be heading. It's set in a spectacular 3D world in which you have complete freedom to move around. Most of the action involves leaping great heights then plummeting back to earth and the feeling of depth and height is stunning. Another huge brownie point for Sony.

## Profile

### Defendant Profile - Sony Playstation

#### Graphics

1,500,000 polygons/sec. 360,000 shaded polygons/sec. True colour from 16.7 million colours. Max 640x480 resolution.

#### Sound

24 channel DSP at 44KHz.

#### Power

32-bit RISC architecture at 33MHz. 2Mb RAM, 1Mb VRAM.



The PlayStation is all well and good, but just wait for the NU64.

## The Verdict

Ladies and Gentlemen of the Jury, have you reached a verdict?  
'We have your Honour.'  
In the case of the Sony PlayStation versus the general public, how do you find the defendant?  
'Not Guilty Your Honour.'

Sony PlayStation, you have been found not guilty. I wish you well in your pursuit of market dominance, but would warn you that in the shady world of videogames you should, from here on, watch your back. You may soon find yourself facing more worthy competition than you have thus far and would urge you not to resort to underhand methods to retain your strong position.

## Previous offenders

The Jury would do well to learn by the experiences of two other consoles who had the idea that they could be players in the increasingly bloody war that is the Next Generation console race. First there was the Neo Geo from SNK. Never designed to be a mass market piece of kit it offered arcade quality games to discerning. It was originally cartridges based with the machine costing around £400 and the cartridges well over £100 each. It's major flaw was that it only really offered beat-'em-ups, puzzle games and the occasional blaster. More recently a CD based system was introduced with CD games retailing at little more than those of the rival consoles but still the games were restricted to the genres set





# Call the final defendant Ultra 64

The Holy Grail



## Case History

You are both the most likely of the assembled defendants to be an innocent party and the individual I would most strongly urge the jury to cast a discerning eye towards. It is true you have come from a family of consoles that have thus far proven themselves to be a dominating force in the videogames industry. Your colleagues, the NES and Super NES have experienced unrivalled success. But, despite have been in development for some considerable time now, you haven't once shown us what you are capable of. It's true that you now have the technical support of such companies as Silicon Graphics, the people responsible for the most advanced graphics technology in the world. You have also enlisted the help of countless software houses (Id, Acclaim and Rare to name but three) in order to create an initial batch of software that will be the envy of the world. You have also chosen to be cartridge based, presumably to help you maintain the low pricepoint of approximately \$250 which you have promised from the start. What's more we have recently had glimpses of your hardware including the revolutionary new joypad

featuring both analogue and digital control systems. However, while I believe you will go on to be the most amazing and successful console ever created, at this stage in time I must urge the Jury, when considering their verdict, to look again at the fact that you have been so very secrete-

## The Evidence

### Killer Instinct

This was the coin-op that was supposedly going to introduce the public to the capabilities of the U64. In the event it turned out that the game was simply running on traditional arcade hardware. However, the game was a triumphant blend of traditional beat-'em-up with all the playability of the MKs and SFs of this world and also boasted amazingly atmospheric rendered visuals and some incredible sounds. Also, the game won't be appearing in its original form on the console. Instead, a sort of pumped up sequel will be specially developed and all indications are that it'll be strides better than the coin-op.

Blimey! Look at the rendering on that!

### Cruis'n USA

Another arcade game that doesn't actually run on U64 hardware, this again supposedly showed what would be available to the home user when the console finally hit the streets. It's a more fully realised game than either Ridge Racer or Daytona with it's large number of courses and action packed street races, but somehow the adrenaline levels aren't quite as high as those of the other two games mentioned.

Thicky Dyer wrote this nonsense, so address any complaints to him...

### Other rumoured releases

Almost certainly due to arrive on the Ultra 64 are the following: Turok: Dinosaur Hunter, Ultra Doom, Top Gun, MK3, Red Baron, Final Fantasy 7, Star Wars Trilogy, Metroid 4, Pilotwings 2, Ultra Mario, Ultra Starwing, Ultra Mario Kart.

## Profile

### Defendant Profile - Ultra 64

#### Graphics

24-bit colour from 16.7 million colours. Max 1027x768 resolution.

#### Sound

16-bit stereo. 32 PCM channels at 11.4 KHz.

#### Power

Custom 32bit RISC-based R4200 at 105.58MHz with 64-bit bus. Graphics chip at 80MHz. 24bit DSP at 50MHz.

out above. It's a cult machine and will never really be a contender.

More tragic perhaps was the Atari Jaguar. When it launched it was indeed a powerful machine capable of generating some incredible 3D imagery, but it was nothing like the material that would appear on the Saturn and PlayStation shortly afterwards. It had always had price in its favour but a lack of quality in software terms and the

lack of marketing muscle on the part of Atari means

that it will now only ever be a budget alternative to the newer machines and won't sell in anything like the numbers of its competitors.

## The Verdict

Ladies and Gentlemen of the Jury, have you reached a verdict?  
'We have your Honour.'  
In the case of Ultra 64 versus the general public, how do you find the defendant?  
'Guilty Your Honour.' (for the time being)

Due to the fact that your technical specifications are most impressive and your development team is unrivalled in its expertise, and that your creators, Nintendo, have an unblemished history of being best in the videogames market, I would recommend that you are held until 1996 at which point you will be released in order to prove yourself. The court hopes that you will not disappoint us.



# PREVIEWS

PREVIEWS PREVIEWS PREVIEWS

## MICRO MACHINES



More racey beach scenes than Baywatch, this...

Playing with your food again? This really is disgraceful behaviour, Jasminnda...



**F**orget your next generation racers. Everyone knows that the best racing game of all time was based on little toy cars which raced around a series of household objects. It's true dammit. *Micro Machines* was the be all and end all of racers, and now the sequel is just around the corner. But what do you do to improve the best race game of all time?

You shove in more tracks of course. But more than that you also include a slew of new vehicles, lots of new hazards,



Big, bold, colourful. That's our Frantic. But is he really a flea? It's a thought, innit?

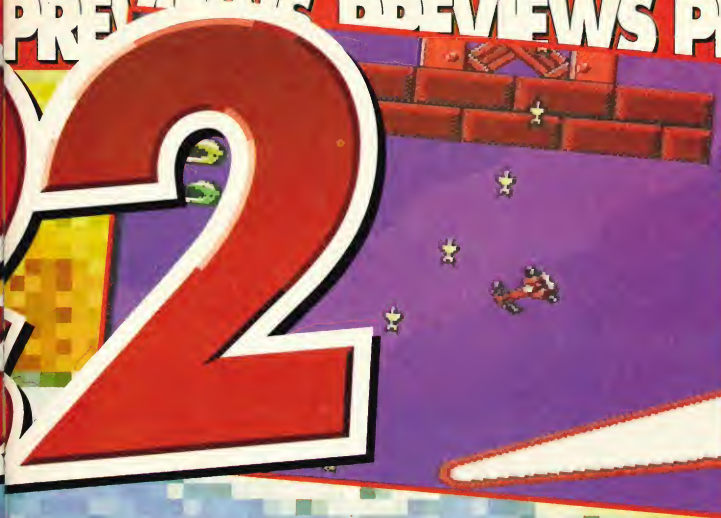
## FRANTIC FLEA

**N**ew from the sparky trousers of game techies GameTek leaps... a flea. Nothing unusual about that, you might say. GameTek's PR people aren't renowned for their personal hygiene, after all. But the odd thing about this flea is that, apart from having a name and being considerably bigger than any other flea ever, 'Frantic' - as his mates know him - is out to save the future of mankind. Fleakind. Er...





# 2



**SUPER LEAGUE**

1ST	PTS	2ND	PTS
LISA	0	CHERRY	0
VIOLET	0	DRYNE	0
DAVEY	0	BRAND	0
		DELORA	0
3RD	PTS	4TH	PTS
EMILE	0	JETHRO	0
SUELEE	0	CHEN	0
WALTER	0	EDDIE	0
		SPIDER	0



**FACT:** Spider was the lead singer in REM.



Rob and Debs think that taking screenshots is great! Do it at home!

improved multi-player options and a superb time trial feature.

This follow up is crammed with quality editions and to list them all would take up loads of space so let's just concentrate on the better ones. To make the game more user-friendly, and to help ease you into the action, the straightforward challenge mode has been improved. Now, for the first series of races you only have to come in the top three to qualify. Later you have to come first or second then eventually, of course,

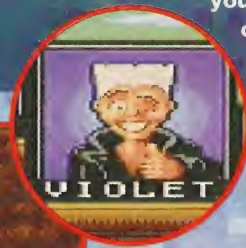
it's either first or out - just like the first game. The overall challenge is just as great, only now there's no frustration at getting knocked straight out when you first encounter an unfamiliar and tricky course.

There's also a Super League feature with four sets of four characters. You start in the fourth division and have to complete each race as high as possible to gain points. You don't have to win every one, but you have to gain the most points to be promoted to the next division.

The time trials are also a hoot. Initially

there are no records. Once you've set a record, though, you can play again and try to beat the time. The great part is that the game records the movements of your best lap so that when you try again, you're actually racing an on-screen shadow which follows exactly the pattern of your last best lap.

There's a pile of other features too, but they'll have to wait until we review the game. In the meantime we'll say that



Violet Berlin should never thee her thilly, freakith fathe on televithon again. We thay.

Just like to say a quick farewell to our pals at Super Gamer. We love you, lads. Mike, Hayden, Dino... bye.



**FOR: SNES**  
**FROM: OCEAN**  
**CATEGORY: RACING GAME**  
**PLAYERS: UP TO EIGHT**  
**DEVELOPER: CODEMASTERS**  
**AVAILABLE: DECEMBER**  
**99% COMPLETE**

0 20 40 60 80 100

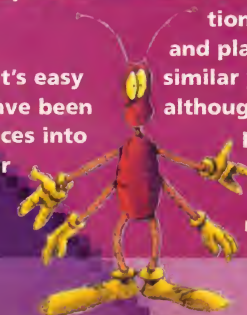
# FRANTIC FLEA



Anyway, a bus-load of aliens have taken it upon themselves to invade 'Fleaworld', get all bossy and force the population into small, liberally-spread detention cells found throughout the game.

From the look of the game, it's easy to see that the programmers have been working their joypad-shaped faces into a sweaty, insect-induced fervour in the hope of creating a game that not only looks good, but

plays well, too. And, from what we've seen and fiddled about with, it looks like they're on the right tracks. Frantic himself enjoys 250 frames of animation, for example, with backdrops and platforms finding themselves in similar positions. And the gameplay - although admittedly the version we played was preview - seemed friendly and instinctive enough. Can't wait? Revel in next month's review...



Don't like playing with fleas? Jon plays with his all day in the office. Four-eyed git.



**FOR: SNES**  
**FROM: GAMETEK**  
**CATEGORY: PLATFORM**  
**PLAYERS: 1**  
**DEVELOPER: HAUS**  
**TEKNIKA**  
**AVAILABLE: FRANTIC FRIDAY**  
**97% COMPLETE**

0 20 40 60 80 100



# PREVIEWS PREVIEWS PREVIEWS PREVIEWS PREVIEWS PREVIEWS P

# 90 MINUTES

## Euro Prime Goal

**B**loody Football, eh? Will developers never grow tired of churning the things out? Obviously not, but while us Brits remain as bonkers about the game as ever then who cares? The snappily titled *90 Minutes European Prime Goal* takes the theme and handles it a little differently. Actually it's not that different if you're familiar with other Japanese footy games, but it is rather different to stuff like *FIFA* and *Sensi Soccer*. The Japanese tend to go for speed, so this is really a super-fast version of

soccer that plays like an arcade game rather than something that's trying to be a realistic experience. Having said that, it also has quite a wide range of moves and strategies so it tries to give you the best of both worlds. Whether it works or not will remain a mystery until we review it. In the meantime here's a look at some of the features.

Using the D-pad serves two purposes.

First it controls the direction of your player. Also, it determines the direction of a shot or a pass. Each player can perform three types of pass; a long pass, a short pass and a

backheel pass. You can also centre the ball and shoot putting curve on the ball using the collar buttons as you do so. When you don't have the ball you can use some nifty button presses to perform direct passes, direct shots, slides, headers, overhead kicks and diving headers. Whether you can actually pull off the stunts before the super fast opponents can wrestle the ball from you is another story.

As for other options, there are tournaments, single games, training opportunities and so on. There's nothing



Very hard to caption, these shots on the right. Don't think I'll manage it.

Is *TOTAL!* unfair to the elderly? Shout us your views, readers...



# STREET RACER

**T**he Game Boy could well be gearing up to welcome the best hand-held racer ever created this winter.

*Street Racer* – a game which, to be honest, never looked like it would make it to our little Nintendo friend – is currently in mid-development. Only around 60% completed at the moment, the game still looks impressive enough, with well-defined sprites

Screenshots can also be called 'grabs'. LEARN from us.





*If you thought all  
videogame mags  
were the same...  
**Think again***

Quite a nice, well-rounded feel to these shots, don't you think? I know I do. Certainly, yes.

**Tackle 'im!**  
**TACKLE 'IM!**

**FOR: SNES**  
**FROM: OCEAN**  
**CATEGORY: SOCCER SIM**  
**PLAYERS: UP TO EIGHT**  
**DEVELOPER: NAMCO**  
**AVAILABLE: DECEMBER**  
**99% COMPLETE**

**That shot on the left – cool, is it? And that one on the right? Debs thought so.**

**Work on Street Racer is progressing at a fair old rate...**

and smooth screen-update. Each of the eight characters has their own car which, surprisingly enough, handles very differently. No bad thing, if we're thinking about lastability. And with both the soccer and rumble modes included, it looks like next year could be off to quite a start...

**...programmer  
Dave Looker is  
doing a top little  
job...**

**Eight  
demos on  
EXCLUSIVE  
CD!**

# Official UK PlayStation Magazine No. 1

**On sale now!**  
With demo CD



The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.



# Ultimate

**Future Games**

Uh, uh!

Win!  
**10**  
3DOS

**We know what you're thinking**

***Is this the best games mag in the world?***

Well, being as the December issue is packed with shoot-em-up power (Thunderhawk 2, Assault Rigs and Loaded, to name but a few), an explosive feature on the Next Generation of videogame music and the hottest previews direct from Japan (including Ridge Racer Revolution), and could blow your mind clean away

***- you've gotta ask yourself a question:***

**Do I feel lucky?**

**Well punk... DO YA?**





# The TOTAL! crew

**Wrestlemania has had us squeezing into lurid lycra and throwing each other around the office in a comedy manner. Great fun, but what are the team's most memorable fights?**



**ROB**

On an old rope bridge strung between cliffs, above a 1,000-ft drop, blocking my path was a hideous wretch... I knew I recognised Danny from somewhere.

**DANNY**

I had a fight with a horse once. He just came up and challenged me to a scrap. I may have elbowed past his wife a little roughly, spilling her Martini in the process, but he just went mad. Kicking and bucking like a wild stallion.



**ANDY**

Well I had one pillow and my cousin had the other and I was beating him easily when this bit of bunched up cotton on the pillowcase caught me on the nose and my eyes watered. Erm, that's not the sort of thing you wanted Rob is it?



## Super NES

### EARTHWORM JIM 2 32



Evil cats, fly lava with yo-yos and a crow in a space suit. Maybe a worm with a gun isn't that strange after all...

### WRESTLEMANIA 36

Fat Americans in sequined tights roll around in front of old people. And surprisingly it's fun.



### URBAN STRIKE 38



The year is a very futuristic 2001, the place is an urban New York, the page is 38.

### POPOITTO 40

Hebereke is back and ready to drop his load again. Will this be yet another 'Best puzzle game ever'?



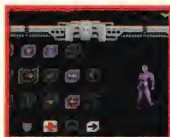
### TINTIN IN TIBET 42



TinTin takes his dog, Snowy, and his quiff with no name to the Himalayas for fun and adventure.

### PHANTOM 45

The hero Phantom from the comics, not the ugly bloke at the opera who sings depressing songs.



### GIVE 'N' GO 46

Not another all in one shampoo and conditioner, but instead Konami's basketball sim.



### REAL MONSTERS 49



The full title is *Aahh!!! Real Monsters* The full review is by Our Danny Wallace!

### DIRT TRAX FX 50

Trials bikes take on the mud and polygons of *Dirt Trax FX* on page 50 and skid onto page 51.



### ZOOP 53



A new puzzle game to rival *Tetris* and *Popoon*? Find out who's Zooping who on page 53.

### MEGA MAN 7 56

First there was *Mega Man*, then *Mega Man X2* and then etc etc... here's *Mega Man 7*.



## Game Boy

### PAC-PANIC 55



A bit of munching a load of shooting and a fair bit of fisticuffs this month on the Game Boy. Hurrah!

### MEGA MAN 4 58

### RIDDICK BOWE 59

# 31



**TOTAL!**  
SNES REVIEW  
EXCLUSIVE

# EARTH JIM

**JIM**  
Star of game,  
TV and tacky  
merchandising.

**SNOTT**  
Next time you  
sneeze into a  
hanky say hello  
to Snott.



Oh woe. My cow has been abducted. Now I'll have to go and pick up another one. Let's hope it's not on fire like the last one.



Once collected, the cow goes in this cow shed. Now the milk will raise the gate. It's obvious.



# NORM

# M2

**'Impressive though it was first time around, Andy Dyer decides to take his worm out for a second series of adventures.'**



**PLAYERS:**  
1-2  
**FROM:**  
SHINY  
**ENTERTAINMENT**  
**PRICE:**  
£49.99  
**RELEASE:**  
DEC

**W**ell, looky here. Last time we saw him Earthworm Jim was all set to become the most popular videogame character in the world ever. Dave Perry, head bloke at Shiny Entertainment was convinced his new hero would soon be the bee's knees in the games industry appearing in cartoons and comic books and all that malarkey. And sure enough, all the magazines raved about *Earthworm Jim*. You couldn't

open a mag or pass a billboard without seeing the wormy little bleeder festooned across it. And sure enough again there's now a cartoon series featuring the spineless superhero. But, curiously, the game didn't actually sell that well. That was cos it was another average old platformer though, wasn't it? No, actually. It was a bloody brilliant platformer. Ah yes, but it wasn't very original, was it? Um, well yes it was. It was chocka with original humour and novel touches that had rarely been implemented with such style and panache. Ah ha, but it played like a pile of poo, right? Wrong, the combination of stunning animation and super slick responsiveness coupled with elements of shooting action made it one of the most playable platformers ever. Hmm... but it was really small and easy to finish I seem to remember. Oh gawd no, my memory fails me on that score as well. *Earthworm Jim* had loads of levels, each of them huge, and those that weren't huge were pretty challenging. It wasn't the hardest game ever created, but for a platformer (which are notoriously easy to complete) it was quite a tricky buggler.

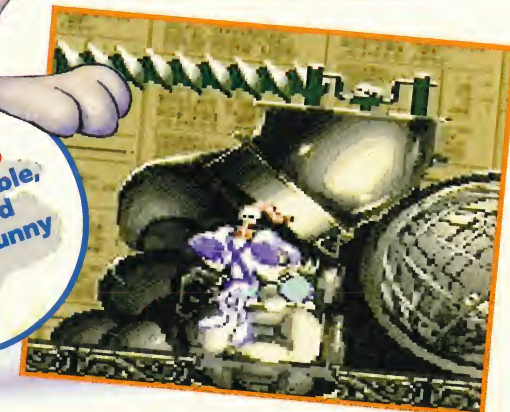
Okay, I give up. *Earthworm Jim* was bloody brilliant, and while we hate having a go at our readers here at TOTAL!, we have to say that any of you who saw fit to ignore it were, frankly, idiots. But it's nice to know that often in life we get a second chance. Well here's yours.

**In this level you need to inflate and deflate your head for some reason.**



**PETER**  
**Tougher than Scrappy Doo but not a patch on Hong Kong Phooey in the hero stakes.**

**WORMS**  
Super playable,  
big, good  
looking, funny



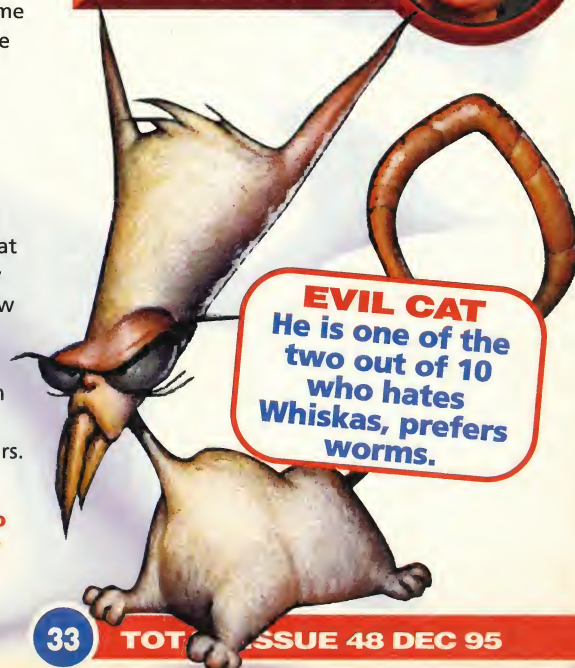
**Move the hamster ball then get in the machine. This transports you through the level.**

## ROB SAYS...

Yeah well, it's great and all that but I always preferred *Mario* type games. And with good-looking fare like *DKC* around I'm wondering whether this is technically impressive enough to turn people on. Still, it is jolly good fun and no mistake.



**EVIL CAT**  
He is one of the two out of 10 who hates Whiskas, prefers worms.





# EARTHWORM JIM 2



**BOB**  
Couldn't have a  
chip on its  
shoulder so had a  
fish instead.



In between levels this cow says 'well done' at four different speeds. No really, he does.

Earthworm Jim 2 has arrived and it's sort of much the same in the way that it has a similar level of humour, superbly comical animation and gameplay that flows as smoothly as snot dribbling down a baby's face. Again there are masses of levels, again they're all varied and constantly surprising, and again there's more than the usual challenge you'll find in platformers. Style-wise it's no great departure from the first game, but then, that never stopped *Sonic The Hedgehog* (or even the *Mario* games if we're perfectly honest) did it?

I may be labouring the point a bit but this is top stuff. The first game was fabulous and this is equally so. I don't really know why the interest in the first game fizzled out almost as

**SQUIRMS**  
Not all that  
different from  
Earthworm Jim



**DANNY SAYS...**  
I think the levels are easier in this follow-up, but having said that it's harder to complete the thing with the lives and continues that you are given. Also, you have to work to find the passwords which means you need to explore all the levels thoroughly.

soon as it hit the streets (and I'm sure it still made a pretty penny for the people who created it) but it should have gone down as one of the most refreshingly original games ever. So if you missed it the first time around, make up for the mistake now and experience this second, and even better bout of beautifully barmy platform excellence.

**ANDY**

**T!**

**UNICYCLE**  
Oh come on, this  
is getting stupid.  
A unicycling  
maggot?



The food level. Watch out for the salt cellar, it'll shrivel you up like Rob's... (Nooo - Rob.)



**PSYCROW**  
Jim's arch  
nemesis is back.  
Proves Jim is as  
gullible as ever.

## Puppies in peril! Jim to the rescue!



Not a good start. Jim has quite obviously missed this one. It'll die.

Get the bomb into the funnel and the dog throws it at Psycrow. Splendid.



At three points throughout the game, you have to play a series of little games in which you have to save a number of puppies from death by bouncing them to safety on a giant marshmallow. Don't laugh, it could happen.



Ah ha. Jim realises he can dive and the puppy is saved from certain death.

Collect four tokens and you'll get a password. It's not easy mind, oh no.



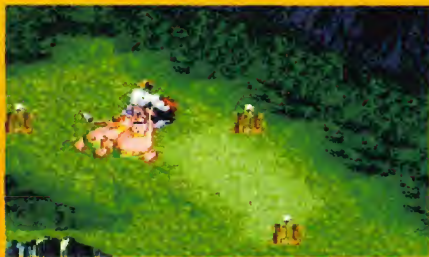


## Worms might fly!

To spice things up a bit this flying section has been included. And jolly good fun it is too (if you like putting your worm on a jet engine, and let's face it, who doesn't?).



See that balloon? You have to nudge that all the way through the level. It has a bomb on it you see, and you'll need it to blow up the boss.



Watch out for these blokes who fly up and grab onto your tail. You can get them off by repeatedly changing direction.



This bit's very annoying because those blue things keep zooming down the screen and pushing your balloon back the way you came. Keep the balloon in the middle of the screen.



There's the Boss. Shove the balloon towards him and fire at it to make it explode. There, that's sorted.

Jim introduces the next level. Cheers mate!



Jim dresses as a blind cave salamander. This level's very slow and soothing. And weird.

**SALAMANDER**  
Jim's cunning blind cave salamander disguise will sort you out.



**HENCHRAT**  
So this is what Roland is up to since his TV show got canned.

Remember I said about the cows being on fire? This one is so I need to dunk it in the bath.

9

### GRAPHICS

Similar to the first game. It looks great and there's a whole heap of brand new wackiness to look at.

8

### SOUNDS

Good music, bonkers sound effects. It's all appropriately insane, in fact.

9

### GAMEPLAY

It's brilliant. The only downer is that it's much the same as the first game. Still, that was great.

7

### LIFESPAN

Very challenging in places, but overall it's probably a bit too easy. Easier than the first one.

### TOTAL! JUDGEMENT

'Not significantly different from the first game, but the challenges are new. Deserves to be one of the top platformers of the year.'

### TOTAL! SCORE

90

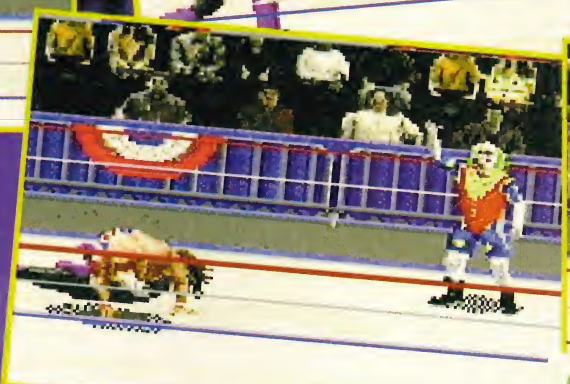
**QUEEN**  
Uglier and slimier than anything Ripley had to face in those Alien movies.





Shake hands. Go on, shake hands. One of Doink's little gags.

Don't worry they're just friends and no funny business is going on.



# WRESTLEMANIA



**PLAYERS: 1-2**  
**FROM: ACCLAIM**  
**PRICE: £50**  
**RELEASE: NOV**

**'Rob dons some pink tights and a sequinned green leotard for no other reason other than he wants to.'**

**F**or all its new glamorous trappings, wrestling hasn't really come a long way in the 20 years since I was a nipper. It used to involve fat northern blokes in leotards going through a choreographed farce in front of a load of old dears in a sports hall. Now it involves fat Americans going through a similar painless 'fight' in front of slightly younger audiences, in slightly nicer sports halls. Still isn't sport really, is it? Can't be that tough, can it? Have you seen what they wear? Hardly role models are they?

In some ways though, it's perfect for a videogame. There's no need to take

**In a two pronged attacks one bites the blokes ankles while the other kicks him.**



**GRABS**  
 Excellent sprites and some great animation

ordinary blokes, dress them up in silly costumes, give them silly names and characters, and make up outlandish fighting moves for them, they've done it already themselves. It may be bonkers as a sport, but as a videogame all the OTT showmanship and cartoon violence makes perfect sense. And, of course, we knew that already as wrestling games have been around for a while. Until now, they've never really got it



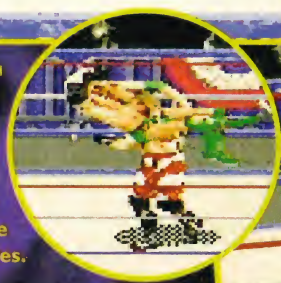
**Why did the wrestler not go to the party? Because he had no BODY to go with. We may have found a minor glitch here!**



**DANNY SAYS...**  
 I love it. Not enough characters as Rob says, but the ones that are there are great. Combos galore, plenty of special moves and the fighting has a real quality to it despite some of the outlandish moves. Really it's like *Mortal Kombat* in tights.



How can you take these people seriously when they where costumes like this? He should wear blue with his eyes.





'He's behind you!'. While the bloke in green pants gets the bloke in red ones, the purple one waits.

The human scarf is unlikely to catch on in the world of high-class fashion.



Anyone who doubts that Wrestlers are sportsman should witness these somersaults.



This bloke is desperate to get out of the ring as he somersaults to freedom.



A headlock is tried in an attempt to persuade him that escape is futile and the battle must go on.

## OUT FOR THE COUNT

Some times it can all get a bit too claustrophobic for the grapplers. That ring of rope and all that it stands for can become oppressive and like a prisoner of war camp for the slavish wrestlers. They need a release from the tension. They need to get out and about. Get some fresh air. They still like a good scrap though even if they're out of the ring.

Lucky then that *Wrestlemania* allows the wrestler of the '90s the freedom he deserves. As our shots prove, he can fight like a demon inside and out of the ring. And that can only be a good thing.



As a last resort he simply curls up on the floor like a baby and refuses to budge.



With all sides blocked there's only one thing to do and the only way is up. What goes up must come down though, especially if it's a very heavy wrestler.

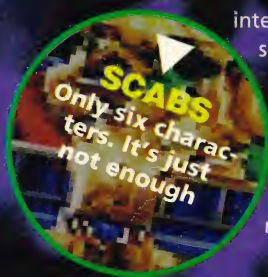
# MANIA

quite right though. When this one appeared as a coin-op, however, it was the first that really competed properly with the full-on beat-'em-ups, and luckily that has now translated to the SNES. Loads of combos and special moves, plus really responsive sprites make this superb scrapping action. There's a slight jerkiness to it all, but the animation

more than makes up for it. The interaction with the scenery and the ability to be thrown out of the ring are smart touches, as are the speech samples. And of course the ability to make the fighters

behave like prancing idiots is always a bonus.

In fact, the only thing that stops this from entering the beat-'em-up Premier League is the lack of characters. Six. 10 would have been good, 12 would have been great, six is a bit poor. It just means that the variety that provides real longevity isn't there. When they get that sorted it'll be great, for now it's just very good. **ROB T!**



### GRAPHICS

Great looking sprites with realistic movements and excellent attention to detail.

9

### SOUNDS

Well sampled speech, but it's a bit twee. We want agonising howls and pleading cries.

8

### GAMEPLAY

Very responsive and with loads of moves, this is comparable to the best beat-'em-ups.

9

### LIFESPAN

With only six characters it becomes more repetitive than it should far too quickly.

7

### TOTAL! JUDGEMENT

'This makes the transition from comedy wrestle-'em-up to credible beat-'em-up very smoothly. The lack of characters stops this being a must-buy.'

### TOTAL! SCORE

88



# URBAN

## ★ STRIKE ★



**PLAYERS: 1**  
**FROM: THQ**  
**PRICE: £45.99**  
**RELEASE: OUT NOW**



**TOTAL!**  
**SNES REVIEW**

**'Football games, eh? Dontcha just love 'em? And hockey ones, too. But games with... violence? Never sell, mate. Danny takes a look at the latest...'**

Okay, let's get this out of the way right this bleedin' minute: *Urban Strike* is good. You'll like it. A lot, maybe. It's got everything the previous *Strike* games had and – blimey! – a liberal dose of much much more-ness. There's graphics stuff, sound stuff and the stuff of gameplay, huge missiony things to get on with, satisfying blasting (good, that) and dozens of afternoons of roaming the multi-level car parks, civic centres and church youth clubs no doubt held within *Urban Strike*'s sleek plastic loveliness. It's called '*Urban Strike*', after all. Probably packed with levels nicked straight from road maps of Keithley, or Frome, or Leicestershire's heart of cotton, Sheshed, and similarly urbanised areas. Probably.

But both *Desert* and *Jungle Strike* did pretty well even without the use of slightly more down-to-earth storylines. Very well, in

fact. Stupidly, annoyingly, top-of-the-charts-for-a-yearingly well.

So. 12 levels. America. That's the '*Urban*' bit, see. And, to a certain extent, things have remained the same. It's just that my one major gripe concerning what is essentially a polished, thoroughly enjoyable, hundred-blasts-a-minute action-packed cart, it seems to be... well... getting old. Yeah – so we've waited over a year longer than the evil, frowning Mega Drive elves have had to wait to slap their silly little hands

over our cherished *Urban Strike*, but this would seem like plenty of time to sort out what are some very apparent glitches and flaws in the gameplay. Take, for example, the main sprite. Looks lovely. Moves nicely. Handles well. In the thick of the battle, however, with the entire Bolivian army and everyone they've ever met pointing a pistol at your quivering little heart, the thing is about as easy to manoeuvre as a cow on a lolly stick. On-screen twitching, slowdown... it all adds up to an infuriatingly unfair and primitive piece of metal to have to lug around. I dunno... I just thought we were past all that.

But ignore my silly little words. It's been a long, stuffy Thursday afternoon. And overall, *Urban*

**JUNGLES**  
Top graphics and decent sound FX

**BUNGLES**  
Suffers from on-screen slowdown



**TOTAL! TIP:** You don't want to get hit by missiles, like this poor chap. It's bad for you.

*Strike* is still a very, very immersing game. It carries on in the tradition of playable, exciting, fun and addictive games extremely well, with the same satisfying and gleaming gameplay that have made such successes of the previous

two, but is nevertheless let down by a few unnecessary and ultimately avoidable playability throttlers. Ah well. There's always next time.

*Keithley Strike* in the pipeline, then...

**DANNY**

**T!**

One of the very first missions involves carrying bits of a telescope to a ship. True.





THE **OFFICIAL**  
VIDEOGAME MAGAZINE

# FIFA

# 96



**FIFA 96** on PC CD ROM, PlayStation, Saturn, 32X, Mega Drive, SNES, Game Gear, Game Boy and now on paper.

**The definitive guide to the best soccer videogame in the world.**

**Win!** A PlayStation and 10 copies of the game on every format.

**ON SALE: OUT NOW**

**ANDY SAYS...**

It's great, alright. Smart missions like *Jungle* and *Desert Strikes* with good backgrounds. But sadly, the slow, rather cumbersome movements of the main sprite do detract, somewhat, from the playability.



Attention to detail ain't so great. Buildings simply vanish when hit, for example.



Save the marines! Save the little fellas! Save them with your brain!



88%, eh? A nice, round number for a rather sharp, angular game.

**GRAPHICS**

Some nice touches, although the programmers couldn't be arsed with some levels.

**9**

**SOUNDS**

Okay. Not bad. Pretty good. Adequate. Mediocre. They'll do. Nothing special.

**7**

**GAMEPLAY**

Satisfying and polished, but suffers from a few unnecessary gameplay glitches.

**8**

**LIFESPAN**

Yep - it'll last. Big ruddy great levels which should take an age to blast through.

**8**

**TOTAL! JUDGEMENT**

'Although tainted by a few all-too-obvious gameplay flaws, *Urban Strike* remains a rewarding and challenging cart.'

**TOTAL! SCORE**

**88**





Things falling from the sky, landing on the ground, making up coloured lines.

Things getting ready to fall from the sky. Er...

Things landing on the ground, after falling from the sky, making up lines.

Things making up lines after landing on the ground after falling from the sky.

# HEBEREKE'S POPOITTO



**PLAYERS:** 1-2  
**FROM:** SUNSOFT  
**PRICE:** £50  
**RELEASE:** OUT  
**NOW (IMPORT)**

**'Rob drops everything to spend time, well, dropping everything. But is Popoitto as addictive as Popoon?'**

**H**ead of Hebereke's Popoon? Well, you should have. It's a great puzzler, with crazy special moves, chain reactions and heaps of excitement. Blimey! We went on about it enough, you must remember it.

Anyway, due to the success of the first game, it seemed inevitable that there was more to come. The second game, *Popoitto*, sees you as Hebereke, trundling round a map in search of some decent competition; matching coloured blobs, to other coloured blobs making them disappear. Alternatively, you can challenge a chum (or chump when you've finished with him) into a split-screen battle to the death. By far our favourite!

Sadly, though, it seems Sunsoft have gone backwards. The one-player game, though very challenging, becomes very unexciting with too few special moves and chain reactions of any note. It's saved barely by the two-player game, although the excitement really doesn't match that of the original game.



There's no improvement graphics wise, but the tunes pumped out are really crazy. Basically, it simply lacks the quality that made the first a classic: exciting gameplay. This is more for newcomers than experienced puzzle freaks. We've got this one worked out already. **ANDY**

**T!**



**ROB SAYS...**

What are you on about Andy? Okay, it's not up to the brilliance of the original but I could still play this until I need a haircut and not be bored. Top puzzling action if not quite the best. Really it is.



## GRAPHICS

No spectacular changes, the graphics are pretty much identical to the last game.

**6**

## SOUNDS

Great music and FX conjure up a nice atmosphere. Very Japanese but not as strong as the first game.

**8**

## GAMEPLAY

Easy to pick up the fundamental skills, but the game doesn't really hook you. Bah!

**7**

## LIFESPAN

One-player is challenging but won't last. The two-player option's great though.

**8**

## TOTAL JUDGEMENT

**'A very odd and crazy puzzler that lacks the gameplay and excitement the first game has. Dustin Hoffman won't be proud!'**

**TOTAL SCORE**

**78**



MANGA ENTERTAINMENT PRESENTS

# MANGA STREET FIGHTER II ANIMATED

*The final battle of good against evil is about to begin!*



£12.99 RRP

FREE limited edition face and spine labels with every video (while stocks last)

Brand new 'kickin' soundtrack featuring top artists Alice in Chains, Transglobal Underground, Silverchair, KMFDM, Korn and more

# ANYTHING LESS DESERVES A GOOD KICKING!



AVAILABLE FROM: WOOLWORTHS, VIRGIN, HMV, WH SMITH, OUR PRICE, PLAYHOUSE, JOHN MENZIES, GAME LTD, FORBIDDEN PLANET, TOWER RECORDS, SAM GOODY, BEATTIES/VIRTUAL REALITY AND ALL GOOD VIDEO AND COMIC SHOPS.

Manga Entertainment Limited,  
An Island International Company



Preview an exclusive video clip on Manga's internet site:  
<http://www.mangavid.co.uk/mangavid/>

CAPCOM

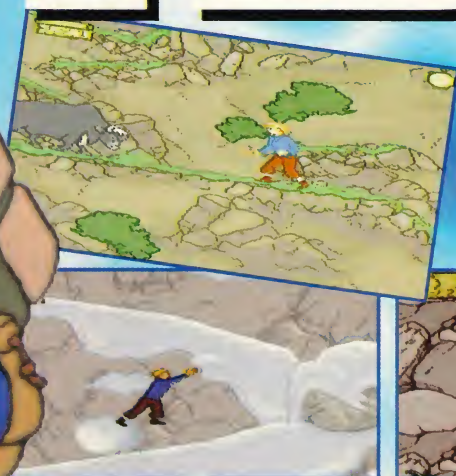
©1994 Capcom Co., Ltd. All rights reserved

VIDEO  
OUT  
NOW



# TINTIN IN TIBET

**TOTAL!**  
SNES REVIEW



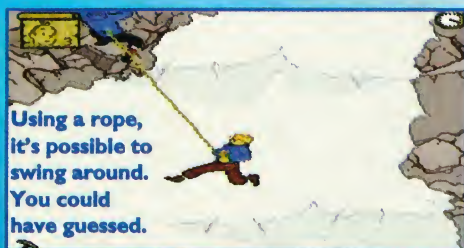
The multitasking Tintin, using his legs, brain and, probably, voice, for goodness.

with a quiff and a stupid name. He is, in short, an Atko. And a 'character' finally able to enjoy platform game notoriety.

New from Infogrames, then, comes *Tintin In Tibet*. Right – the inevitability-packed storyline: 'Tintin is on holiday with (sigh) Captain Haddock. They are at their hotel when they Tintin learns that (sigh) a plane was caught in a violent storm and has crashed in the (sigh) Himalayas. Later Tintin receives a letter from Chang – the friend he met and (sigh) saved from drowning during a trip to China. Tintin then realises that Chang was (sigh) one of the passengers in the plane crash, and becomes very worried. Tintin knows that there is very little hope of (sigh) finding any survivors, but (sigh) cannot accept the fact that his friends may have met his end in this terrible catastrophe. He (sigh) decides to leave immediately for Tibet...' Oh joy.

And so we meet Tintin. And his quiff. Which is nice. Especially as he's starring in what could be described as an accomplished and taxing 13 level platform adventure. Oh yes. 13 levels of running and jumping, of talking and listening, of Yeti's Caves and Lama Monestaries and Mountains and Molehills and Meatballs.

But while the word 'taxing' certainly helps to describe the game, it doesn't begin to touch on the frustration that can so easily occur at any point of the game. ANY point of the game. Don't get me wrong – there are some top little ideas dotted throughout the game, and these are all pulled off with some of the nicest graphical touches to have graced



Using a rope, it's possible to swing around. You could have guessed. It's snowing. Therefore, it is 'Snowy'. HAAA!



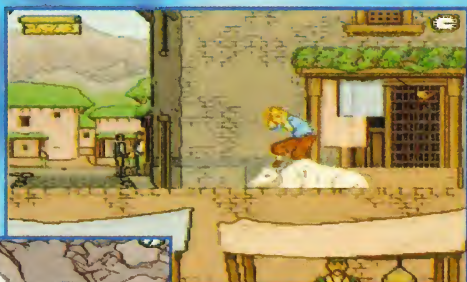
**'Danny Wallace styles his hair into a bizarre, angelic quiff, pastes his cat in cotton wool, and... oh... no. He doesn't. He just behaves very sensibly indeed, and reviews the latest from Infogrames...'**

**PLAYERS:**  
1  
**FROM:**  
INFOGRAMES  
**PRICE:**  
£45  
**RELEASE:**  
DECEMBER

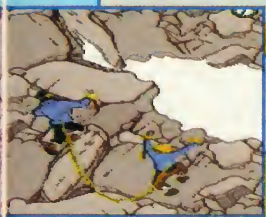
**T**intin. Small man with a quiff. Small man with a quiff and a stupid name. Small man with a quiff and a stupid name and a dog. Small man with a quiff and a stupid name and a dog with a quiff and a stupid name and an owner with all of the above. Gottit? Tintin is a social embarrassment. A man





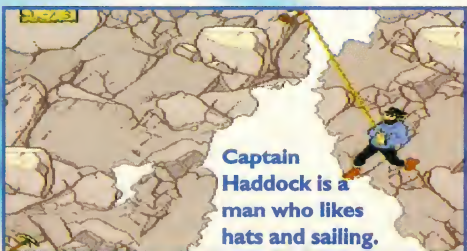


Oh goodness me, what a predicament to get oneself into! Dearie, dearie me...



the SNES in months, but when 'taxing' becomes 'annoying' and finally 'infuriating', you know things have regressed a bit. So it's hard? Well... yes. But when you lose that vital last drop of energy and end up sent right back to the beginning of a very large level all because you were completely taken by surprise in an undeniably unfair way, you start to wonder whether 'hard' really does it justice...

Still, despite the odd gameplay flaws, *Tintin In Tibet* manages to display most of the traits of a good, solid platformer, worthy of meeting your mother, something you could trust to feed your cats and water your plants while on holiday. Bit like Tintin himself, really. It's just that with a difficulty curve as steep as it has, it's not a game that'll appeal to the beginner, and, because it's so obviously outshined by certain other SNES platformers, not one that'll appeal to more experienced gamers either. Small men with quiffs, however... **DANNY**



Captain Haddock is a man who likes hats and sailing.



'My... just look at those hefty fellows, Tintin'.



## ROB SAYS...

Oooh... I didn't like this one bit. I mean, there are some excellent ideas in there, but I just didn't have the patience to keep repeating the parts I'd muck up again and again and again. Sorry. Oh - and I BLOODY HATE TINBLOODYTIN and that BLOODY DOG OF HIS. Ooooooh...

## 3D T-T

Avoid people! Avoid packages! Avoid danger! Using some rather top animation and 3D japery, the programmers have managed to create a rather impressive-looking (as well gameplay-helping) 3-plane graphical technique whereby Tintin can quite easily step out of trouble, and into the front of your screen. The tinker. Using your eyes, look at the screenshots.



## GRAPHICS

Some lovely 3D effects, and rather smooth animation make it a top game to watch.

8

## SOUNDS

Standard fare, mate. Nothing special, and just sitting around waiting for inspiration.

7

## GAMEPLAY

Sometimes good, sometimes annoyingly bad, always Tintinesque.

7

## LIFESPAN

Well, once finished, I can't see it lasting all that long, to be honest. Pity, that...

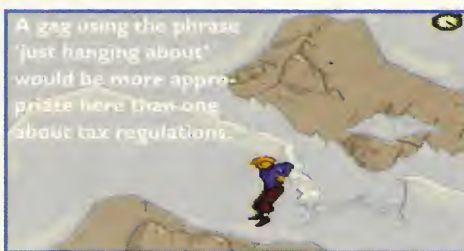
7

## TOTAL! JUDGEMENT

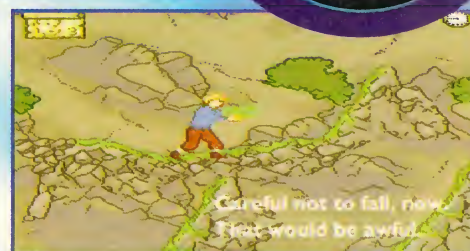
'A stirring stab at bringing Tintin and his quiff into the '90s. Pity the gameplay remains lost in time...'

## TOTAL! SCORE

79



A gag using the phrase 'just hanging about' would be more appropriate here than one about tax regulations.



Careful not to fall, now. That would be awful.



# We're 10 years old...



## ...and still growing!

**future**  
PUBLISHING

Your guarantee of value.

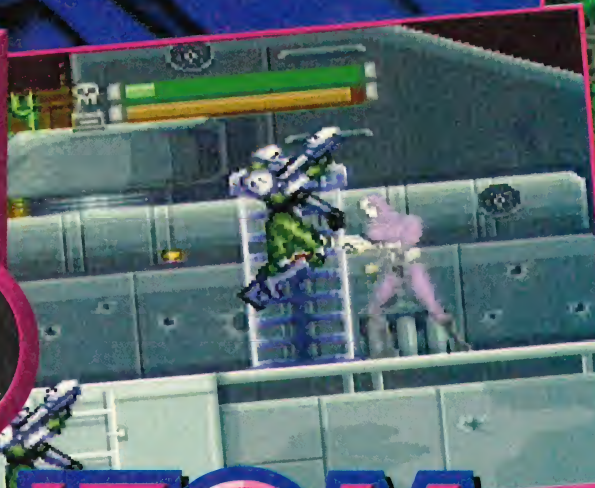
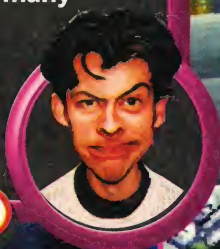
<http://www.futurenet.co.uk>





### ANDY SAYS...

I do not like this one bit. Not one bleedin' bit. Not even one, I tell ya. Far too standard, far too boring, and far too many grown men in leotards and plimsolls.



What a silly little man he is. Skin-tight leotard and fluffy, oversized gloves. No... actually, that's a nice combo...

**TOTAL!**  
SNES REVIEW

# PHANTOM 2040

**'Ooh - The Phantom. Scary? Hold Danny's hand...'**



**PLAYERS:**

**1**

**FROM:**

**VIACOM**

**PRICE:**

**£45.99**

**RELEASE:**

**OUT NOW**

**T**he Phantom, along with Vercia Ted and Marvellous Captain Thwatt, must be one of the world's most unknown super-heroes. Poor lad. He travels from lonely East Midlands town to lonely East Midlands town in search of a bit of freelance heroism. Just to tide him over, like. 'Til there's a shoplifter to catch, or the culprit of the Opal Fruit wrapper left in the public library to find. Appreciated? Not him. Regularly heckled on the streets by local youths. Oh - and girls giggle at him because of his skin-tight full-length leotard and black swimming cap. It must have come as quite a shock, then, to find himself slap-bang-escallop in the middle of Viacom's newest and bluest SNES release - *Phantom 2040*.

So, green, light whip-thing and pocket-sized arsenal of weaponry at hand, Phantom has to battle his way through seven levels and three modes of play (the best by far being the standard, side-scrolling japery), to

pummel and bounce the evil Maximum Inc around the room. Good.

And for once, Phantom has been given a bit of power with his destiny. The game features over 20 different potential endings, and even when in mid-game, it's possible to do things in a range of different ways in order to reach the end. Not a bad thing, that, and one that lifts *Phantom 2040* slightly above the usual platform drudgery so often forced upon the gibbering masses. Huzzah. And - blimey! - the gameplay isn't bad, either, with hectic, ever-so hard levels filled with sometimes satisfying, sometimes frustrating, always leotarded playability. And the odd jumping bit.

And, even though from time to time the cart treads upon achingly standard, achingly monotonous ground, I really do have to say that... well... it surprised me.

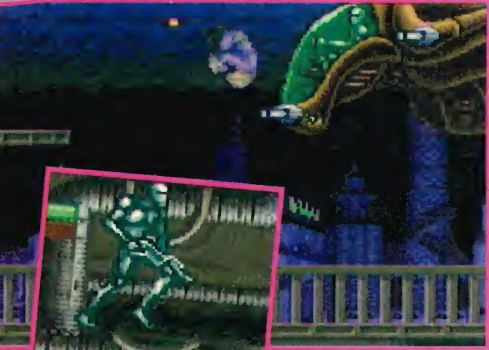
Pleasantly.

**ZEROS**  
Far too mediocre in places

**DANNY**

**T!**

A bit of excitement, there. Cats like excitement, don't they? And so do pop group Take That.



Good at somersaulting, he is. Bit girly, that, though.

Nice use of different shot size. Very eye-catching. Works well. Clever art boys, eh?

## GRAPHICS

Not too bad, but really nothing to write home about.

**6**

## SOUNDS

Not too bad, but really nothing to write home about.

**6**

## GAMEPLAY

Not too... oh hang on... no, this is actually rather good, with plenty of clever ideas.

**8**

## LIFESPAN

Lots of different endings and play ideas, so should last longer than most licences.

**8**

## TOTAL! JUDGEMENT

'Quite a nice surprise - a game that lacks in hype but delivers most of the goods first time. Well done.'

**TOTAL!  
SCORE**

**79**

**HEROS**  
Surprisingly good gameplay my friends





# GIVE'N'GO



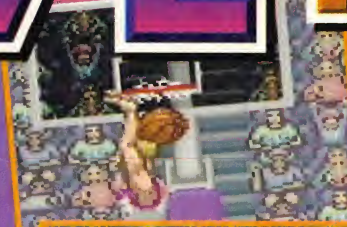
**PLAYERS:**  
1-4  
**FROM:**  
KONAMI  
**PRICE:**  
£49.99  
**RELEASE:**  
DEC

'Take two basketball games into the office with you? Not when one of them is as cack as this.'

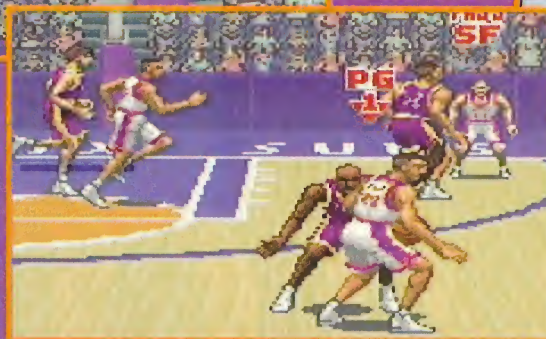
**T**ake one sport, look at each individual

aspect of the game really carefully, then make sure you create each of these aspects in a video game as badly as possible. Now while I imagine this wasn't the brief that the developers were given when asked to create this game it could have been.

For those of you who are mad on basketball and will buy this no matter what we say, then we'll take a quick look at the options available. As would be expected there's a single game option, a tournament option, various team selection options and, heck, there's even a whole



Slam dunk it, just like Debs does with her Jaffa Cakes.



The Blazers. What sort of name is that? What next, the Sports Jackets?

Actually, I do know what but I'm not allowed to use the word. Crap controls need no explaining. But the computer opponents? Oh dear. They don't steal the ball from you. And they don't intercept it when you pass. So as long as you make sure one of your blokes is in a good position scoring is guaranteed. This results in a game in which you score, they score, you score, they score, you score... and on it goes. Bollards isn't it? So there you go. If I could be arsed I'd elaborate more, but I can't so just steer clear, that's our advice. **ANDY**



season to play through. You can also play exhibition matches and, for the real freaks, you can play in the actual 1995 playoffs.

There, now you can blindly rush down the shops dribbling and mumbling 'I love basketball, me. I a knobwit!'

For those who actually like a bit of gameplay in their sports sims let's touch upon what's wrong with this.

First is the viewpoint. Not side on, not top-down, not through the eyes of the player. No, instead you view the action facing up the court. This is great when you have the ball and you're running into the screen towards the basket. When the opponents have the ball though, your players are off screen and more often than not it's not until the opponent is performing a dunk that your guys become visible. This means that most of the time you'll be in completely the wrong place as far as defending goes. Speaking of which, even if you do strike lucky and happen to be in the right place it's a bugger to actually do anything about it anyway.

The problem lies with both the sluggish and unresponsive controls and the fact that the computer is as thick as I don't know what.



## TOTAL! TACTIX



This is simple but effective. Make sure you win the ball at the tip off (you normally do anyway). Then make sure that you're in the clear whenever you shoot (take your time, they won't get the ball off you). Then simply play the basketball equivalent of tennis in which each team scores alternately. At the end of the game you'll have a slightly higher score than them.

### ROB SAYS...

Oh my word, how did they get it so wrong? All they had to do was take a look at *NBA Jam* and rip it off. Instead they've

tried a different approached and guffed it up a treat. This marks a bit of a low in sports games.



### GRAPHICS

Not bad. Despite the view the characters are all quite well-drawn and animated.

7

### SOUNDS

Some adequate samples and some okay music accompanies the action.

7

### GAMEPLAY

The computer intelligence and the bad controls make it a real chore.

3

### LIFESPAN

There's scope for long-term play, but with bad gameplay you probably won't want to.

6

### TOTAL! JUDGEMENT

'If *NBA Jam* is the yardstick, this reaches about an inch up it. It's a balls up and no mistake.'

**TOTAL! SCORE**

41



# ATTENTION ADVERTISERS!

Did you know that there are  
roughly 70,295 other lads  
probably reading this issue of  
Total at this exact moment!  
Don't miss this opportunity!

CALL ME

LOUISE ALEXANDER,  
OR CLAIRE EASTWOOD

ON (01225) 442244

**NOW!**

\*1995 reader research

## WIN WIN WIN

WIN A VIDEO GAMES CONSOLE MACHINE  
OF YOUR CHOICE AND A PORTABLE TV

### 0891 715 123

Simply call, and answer the following question:  
**Which company makes the PlayStation?**

WIN VIDEO GAMES OF YOUR CHOICE

10 Games MUST BE WON

### 0891 715 122

Simply call, and answer the following question:  
**What was the name of Batman's sidekick?**

Calls cost 39p per minute cheap rate and 49p per minute at all other times. The maximum cost of the call will be under £3. The closing date for both competitions is 30/11/95. GRQ Communications Limited, PO Box 13501, Linlithgow EH49 6YA

 <b>SAVE £12</b> MORTAL KOMBAT 3 47.99	 <b>SAVE £9</b> KILLER INSTINCT 50.99	 <b>SAVE £25</b> PGA TOUR GOLF 19.99	 <b>SAVE £25</b> CHAOS ENGINE 14.99	 <b>SAVE £15</b> DOOM 49.99
 <b>SAVE £35</b> MORTAL KOMBAT 2 29.99	 <b>SAVE £16</b> INT'L SOCCER DELUXE 46.99 - £3 XS	 <b>SAVE £8</b> THEME PARK 36.99	 <b>SAVE £21</b> SUPER BOMBERMAN 17.99	 <b>SAVE £5</b> SUPER INT'L CRICKET 34.99

#### SUPER NES GAMES

\* = NEW GAME

AKIRA .....	39.99	JOHN MADDEN NFL 95 .....	29.99	STREETFIGHTER TURBO .....	27.49
ANIMANIACS .....	22.99	JUDGE DREDD .....	46.99	STUNT RACE FX .....	27.99
ARCHER MACLEAN'S .....	24.99	JUNGLE BOOK .....	27.99	SUNSET RIDERS .....	24.99
SUPER DROPZONE .....	24.99	KICK OFF 3 .....	36.99	SUPER BOMBERMAN (4 PLAYER) .....	17.99
BARKLEY SHUT UP AND JAM! .....	29.99	JURASSIC PARK 2 .....	27.99	SUPER BOMBERMAN 2 .....	22.99
BATMAN FOREVER .....	47.99	KID KLOWNS CRAZY CHASE .....	24.99	SUPER BOMBERMAN 3 .....	36.99
BEAVIS AND BUTT-HEAD .....	37.99	KILLER INSTINCT .....	50.99	SUPER INTERNATIONAL CRICKET .....	34.99
BIG SKY TROOPER .....	42.99	LEGEND .....	29.99	SUPER MARIO KART .....	33.99
BIKER MICE FROM MARS .....	26.99	LION KING .....	46.99	SUPER METROID .....	41.99
BRUTAL .....	39.99	LORD OF THE RINGS .....	37.99	SUPER MORPH .....	19.99
CANNON FODDER .....	27.99	LOST VIKINGS .....	29.99	SUPER PUNCH OUT .....	25.99
CHAOS ENGINE .....	14.99	MAN UNITED CHAMP SOCCER .....	36.99	TEENAGE MUTANT HERO TURTLES .....	29.99
CHOPFLIFTER 3 .....	19.99	MARIO ALL STARS .....	24.99	T2 - THE ARCADE GAME .....	19.99
CIRCUIT USA .....	38.99	MEGA MAN X .....	33.99	THE ADV OF BATMAN AND ROBIN .....	48.49
CLAYFIGHTER 2 - JUDGEMENT CLAY .....	44.99	MICKEY MANIA .....	29.99	THE DEATH AND RETURN OF SUPERMAN .....	36.99
CYBERNATOR .....	19.99	MORTAL KOMBAT .....	19.99	THUNDER IN PARADISE .....	41.99
DEMOLITION MAN .....	39.99	MORTAL KOMBAT 2 .....	29.99	TINY TOON ADVENTURES .....	19.99
DIRT RACER SFX .....	39.99	MORTAL KOMBAT 3 .....	47.99	BUSTER BUSTS LOOSE .....	19.99
DONKEY KONG COUNTRY .....	50.99	MR TUFF .....	40.99	WILD 'N' WACKY SPORTS .....	19.99
DOOM .....	49.99	NBA LIVE 96 .....	40.99	TRUE LIES .....	43.99
EARTHWORM JIM .....	46.99	NHL ICE HOCKEY 96 .....	51.99	UNIRALLY .....	24.99
EQUINOX .....	29.99	NHL PA 93 ICE HOCKEY .....	19.99	VORTEX .....	19.99
FEVER PITCH .....	38.99	NINJA WARRIORS .....	39.99	WARIO'S WOODS .....	26.99
FIFA INTERNATIONAL SOCCER 96 .....	40.99	PACMAN 2 .....	35.99	WARLOCK .....	47.99
FIFA SOCCER .....	34.99	PGA TOUR GOLF .....	19.99	WATERWORLD .....	39.99
HEBERKE'S POPOON .....	36.99	PICK A TOUR GOLF .....	40.99	WEAPON LORD .....	43.99
HURRICANES .....	19.99	PINBALL FANTASIES .....	33.49	WORLD LEAGUE BASKETBALL .....	9.99
ILLUSION OF TIME .....	26.99	POP 'N' TWINBEE .....	23.99	WORLD MASTERS GOLF .....	39.99
INT'L SUPERSTAR SOCCER .....	39.99	POWERDRIVE .....	37.99	WORMS .....	36.99
INT'L SUPERSTAR SOCCER DELUXE .....	46.99	PRIMAL RAGE .....	44.99	X KALIBRE .....	29.99
XS SOCCER DELUXE - DEDUCT £3 UNTIL NOV 21		RISE OF THE ROBOTS .....	39.99	YOGI BEAR - CARTOON CAPERS .....	29.99
JELLY BOY .....	36.99	SECRET OF MANA .....	29.99	ZELDA 3 - LINK TO THE PAST .....	27.49
JOHN MADDEN NFL 93 .....	12.99	STAR TREK - STARFLEET ACADEMY .....	37.99	ZOMBIES .....	19.99
		STREET RACER .....	34.99		
		STREETFIGHTER 2 .....	39.99		

#### SUPER NES DEALS

(SUPER NES PACKS ARE SUPPLIED WITH ONE CONTROL PAD)

SUPER NES WITH STARWING ..... 79.99 |

SUPER NES MARIO ALL STARS PACK ..... 79.99 |

SUPER NES WITH

FIFA SOCCER AND

MARIO ALL STARS ..... 94.99 |

MARIO ALL STARS FEATURES SUPER MARIO 1, 2 AND 3 PLUS

LOST LEVELS GAME (ON ONE FOUR-GAME CARTRIDGE)

SUPER NES WITH

DONKEY KONG COUNTRY ..... 111.99 |

#### WHEN YOU JOIN:

Buy any item at the same time as joining or renewing for one year and we'll give you

**GUYVER 1**  
Animated Action  
MANGA VIDEO  
(VHS tape, Rated 15)

OR

**SUPERMODEL KELLY**  
Top quality laminated  
MOUSE MAT

**ABSOLUTELY FREE**

Just state your choice as you order. Overseas members add £2 carriage. Existing member can renew early to take advantage of these offers. All offers subject to stock

**NEW from Manga**  
**STREET FIGHTER 2**  
ANIMATED MOVIE  
rated 15 VHS tape  
**£12.99**

#### UNIQUE NOKIA 14" COLOUR TELEVISION

• GERMAN MADE  
• REMOTE CONTROL  
• SQUARE  
• TINTED TUBE  
• HEADPHONE SOCKET  
• SCART INPUT

NOKIA 14" SCART TV .....159.99  
NOKIA 14" NIKAM TELETEXT TV .....214.99  
NOKIA 14" NIKAM DIGITAL STEREO  
INCLUDES NIKAM DIGITAL STEREO AND  
ADJUSTABLE SOUND DEFLECTORS  
SCART LEAD - SNES TO TV .....9.99

#### HEAVY discounts

HUGE range

10am to 8pm Daily

**01279 600204**

Fax 01279 726842

(we'll fax back to confirm)

Regular Competitions

Great Prizes to be Won

See the Club Magazine

FREE FAST DELIVERY

SEGA SATURN WITH VIRTUA FIGHTER

AND ONE CONTROLLER

**£299.99**

ONLY FROM SPECIAL RESERVE

SONY PLAYSTATION WITH

PLAYABLE DEMO CD, ONE

CONTROLLER AND FREE EXTRA

CONTROLLER - **£289.99**

FREE FAST DELIVERY

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

**MEMBERSHIP FEES**

**ONE YEAR**

Each issue includes £15 of new XS Savers. Members are under no obligation. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card

Hardware items (battery or mains) are only supplied to the UK mainland

Overseas surcharge £2.00 per software item or 25% on other items

(BLOCK CAPITALS please)

Name & Address

Postcode

Machine

Phone No

Enter membership number (if applicable) or

**NEW MEMBERSHIP FEE (ANNUAL UK £6.00)**

item

item

item

Please use this box to add any optional fast delivery charge

**1st Class Post 50p per posted item or £3 hardware**

**ALL PRICES INCLUDE UK POSTAGE & VAT**

Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD

EXPIRY DATE

SIGNATURE

SWITCH

(ISSUE NO)

Mail Order address. Cheques payable to:

**SPECIAL RESERVE**

P.O. BOX 847, HARLOW, ESSEX, CM21 9PH

Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 20.10.95 & O.E. SAVE - Saving off full retail price. Inter-Media Ltd, The Mailings, Sawbridgeworth, Herts



# SUPER PLAY

**ISSUE 38 ON  
SALE NOW**

## **REVIEWS**

International Superstar  
Soccer Deluxe

Zoop

Mega Man 7

WWF Wrestlemania

NBA Give 'n' Go

Plus loads more inside!

# MECHWARRIOR 3050

## BIG ROBOTS! BIG GUNS! BIG FUN!

**FREE!**

Huge double-  
sided movie  
poster featuring  
MK and SFI  
anime

## FANTASY QUEST SPECIAL

Step into RPG heaven with all the details on  
Secret of Mana 2 and Tactics Ogre...

## Super Players Guides

**Killer Instinct** – the definitive guide  
to all the moves

**Doom** – part two of our solution to the  
ultimate gore fest



# AAAHH!!! REAL MONSTERS



**PLAYERS: 1**  
**FROM: VIACOM**  
**PRICE: £45**  
**RELEASE: OUT NOW**

**'Danny's a happy little bunny. Soon put a stop to that.'**

**X** 'Aaahh!!! (three exclamation marks, mind) *Real Monsters*'. As Irish comedian Jimmy Cricket would no doubt say, 'Crazy name, crazy game', just before laughing freakishly at his own rhyming funniness. But is it a game? Does it have a name? Why yes, of course it does! How silly we have been! It is 'Aaahh!!! (with three exclamation marks) *Real Monsters*'. But of course it isn't. And they are not. Real Monsters don't exist, but 'Aaahh!!! *Real Monsters*' does, because it's, like, right here by my Aaahh!!! (3 exclams) Real Keyboard looking as Aaahh!!! (3) Real as the dew dropping from the brow of a belittled gnome. It's a funny old melon, and all who play in her merely the excess pippage found therein. (Um... Danny... listen... **YOU WILL BE FIRED. Now - CONFORM - Rob**).

(sigh) 'Aaahh!!! *Real Monsters*' is a game based on the popular Saturday morning cartoon series, found bubbling away on Channel 4. It is a platformer game, made up of a series of levels through which your characters must traipse and tread. Ickis, Oblina and Krumm - for those are the names with which they were Christened - are the three (Aaahh!!! Real)



## ANDY SAYS...

It's just the same as every other platformer out there! Why on earth do we keep getting this stuff forced upon us? Doesn't make the grade, I'm afraid.

**URGHs**  
It's the same as all the games we've ever said are the same as others!



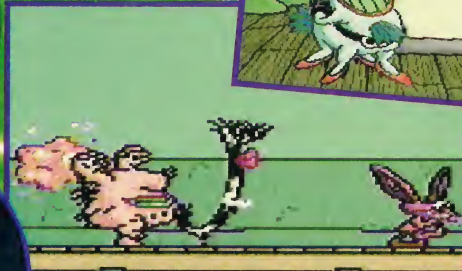
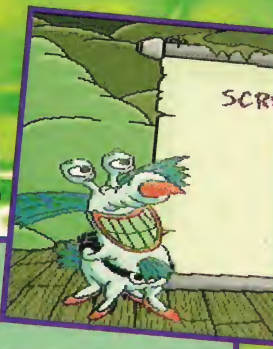
At TOTAL!, we're a bit odd. We like stuff like originality, see...

'monsters' in question, each capable of a slightly different 'scare move', and each simultaneously making their way through the game with the help of your eleven talented gaming fingers and joypad technology.

But where the game fails isn't in concept or cosmetics, and certainly not in attention to detail. Where things start to go horribly wrong is when you break down exactly what it is you're doing, and then start to realise that - incredibly enough - it's exactly the same as what you've been doing for years. Disappearing platforms and roll-inducing ramps start to take on a sinister but comforting meaning. But too comforting. Like the way your grandma's hairy lips kiss you when you're desperate to get away. Comforting, familiar, but brings you out in a rash after prolonged exposure. It would sell it's puppy's soul to be *Earthworm Jim*, but ends up a tired, done-before but rather stylish stab at injecting a little personality into an already overloaded market. So nah.

DANNY

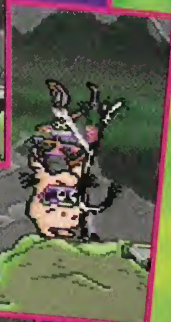
**T!**



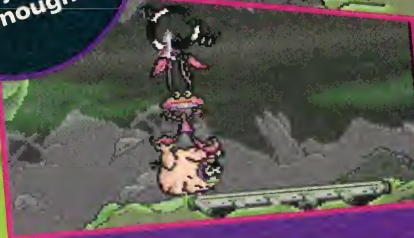
Stylish, I have to admit, but you've already got similar carts, gameplay-wise. True.

## TOTAL! TACTIX

Co-operation is the name of the game. Sort of. But we discussed that, and I got told off. So, when trying to reach the levels that other monsters just can't get to, our three maties get together and - aaw - work it out. Eat the screenshots with your eyes.



**AAAHHS!!!**  
Looks nice and plays well enough



## GRAPHICS

Good and styled stuff, with tip-top presentation and a hefty dose of originality.

**8**

## SOUNDS

Some decent effects, with some rather tasty samples and backing muzak.

**7**

## GAMEPLAY

Fast, frantic and friendly enough, but suffers from copying everything else.

**7**

## LIFESPAN

A bit limited, I'm afraid. Same old same old, rehashed and fiddled about with.

**6**

## TOTAL! JUDGEMENT

'An alright-for-a-first-go affair, which you probably already own several copies of. Nothing new here...'

**TOTAL!  
SCORE**

**67**



# DIRT TRAX FX

The intro sequence... which looks much the same as the rest of the game as it happens.



**PLAYERS: 1-2**  
**FROM: ACCLAIM**  
**PRICE: £59.99**  
**RELEASE: DEC**

**'Andy Dyer cracks a joke about a throbbing machine between his legs and that.'**

I don't know about you lot but I was well-excited when the first Super FX game (it was *Stunt Race FX* of course) came out a couple of years back. We'd all known that while the SNES was great at most things it could shift a dozen polygons around without needing a bit of a lie down afterwards. Anyway, *Stunt Race* was great and all that and a couple of

games since have been okay too. Then came *Dirt Racer FX* a short while ago. It promised the earth and delivered nothing. Anyway, the point is I suppose that we shouldn't really get too excited about games with the FX badge on them. *Dirt Trax* isn't anywhere near as bad as *Dirt Racer* proved to be but it is flawed, and these flaws rather outweigh the benefits brought to the game by the 3D wizardry.

Before I get onto the grim bits let me tell you what's in the game. You can choose a rider out of a list of eight. There are blokes, there are girlies, and all of them have suitably hard names. But ultimately they're all exactly the same. Then you choose your skill level. There are little 50cc mopeds, 125cc bike (that's the normal level) and the 250cc pro level.

The differences between the levels are that the bigger the bike, the faster the game and, hysterically, the biker sprites change size. They're the same sprites but on 50cc

**Bikes a bit smokey mate, you wanna change your oil. Or your gaskets. Or your game!**

**KNOBBLES**  
Mildly amusing and pretty fast in places

level they're shrunk down, and on 250cc they're stretched a bit. Anyway, then you move onto the first set of tracks. Once you've

hammered through these you get onto the second set which is a mixture of new tracks and old ones. Finally there's another password and the final Nightmare set of tracks. Beyond this you can also play a split-screen two-player mode and an intriguing (if a bit limited) tag game in which two bikers race around trying to 'touch' each other. Whoever is 'it' when the timer runs out is the loser.

The main problem with the game first reared its head on my first attempt but I initially put it down to the fact that this was after all the very early stages of the game. The problem was this: I'd never played before. I didn't know the controls (I couldn't be bothered to read the instructions at this stage). And I had no idea what shape the courses were. Despite this I stayed in second place throughout the race not even



**ROB SAYS...**

*Dirt Trax* sort of misses the boat in many ways. It plays well, but the main game is a bit crap. Then there's the head-to-head which slows down and is a bit spoilt by jerkiness, then there's the tag game which is brill, but won't exactly last you a lifetime. It's okay.

## Two Horse Race!!!

I've mentioned the crap way that all but one of the other riders are crap in the main bit of the review, but I thought I'd show you.



Still clinging onto second place. I've fluffed up a few times but the others didn't catch me. Still got to get past that blokey though.

Here I am in second place. Only that bloke in front to get past now. I'm doing better than I thought.





# TOTAL! TACTIX

## Wheelie Rather Good!!

There are, as you will discover after lots of games, a few tactics you can use to gain speed. Here are three of them.



On small sets of bumps like this, simply riding across them will slow you down. Instead pull back and wheelie along them. You'll rocket across them.

You can turn with the D-pad or the collar button. You can turn even tighter by using both at once. This'll cause you to oversteer though. Instead use just the D-pad to start the turn then hit the collar button as well to swing round the bend.



Don't be afraid to cut corners. Just riding over them isn't too good, but as you can see here, sometimes there's an opportunity to jump across them, so do it.

conceding a place when I had ridden off the course a few times in quick succession. However, while the rest of the players seemed, at the very least, totally crap, the rider in front of me was a demon. In the next two races the same thing happened, except this time I overtook the demon rider and stayed in first place right up until the last lap when the guy suddenly shot past me and won. The result of all this was that I was well pissed



Get a good run up then wheelie through the water and you won't slow down too much.

off. Loads of crap riders and one unbeatable bloke. Still, I persevered, learned a few tactics and soon bettered that good rider too. So much so, in fact, that within a couple of hours the games three sets of tracks had all fallen before me and the end sequence was staring me in the face (incidentally that bit's crap too).

If it all sounds a bit depressing let me set your mind at rest. Once I had managed to be the front runner (ridding myself of the feeling that the computer was cheating) actually playing the game was a hoot. Little strategies began to present themselves to me enabling me to overtake any riders when I needed too thus keeping my position. And another bonus is that I can advise you to play the game on the Pro level straightaway. This may prove more frustrating at first, but at least it'll provide you with a decent challenge.

Personally, I played it right through on Normal level and it's not sufficiently great to entice me into playing it right through on the harder level. **ANDY**

**T!**

**KNOBS**  
Cack opponents and two skill levels are a doddle

Sadly, in two-player mode it's a bit slow and confusing.



Wahay! Got 'im. I'm in first. Now nothing will stop me taking all the glory. Or will it?

Oh cobblers. The final stretch and that git has just sailed past to take first place. I'll be second then.

### GRAPHICS

Regular old FX fare. 3D, fairly smooth... Not the SNES revolution we all wanted really, is it?

**8**

### SOUNDS

Good parpy motocross noises, but who put that bloody awful, disjointed soundtrack in place?

**7**

### GAMEPLAY

An average racer let down by an appalling difficulty curve. Little computer intelligence.

**7**

### LIFESPAN

Moderately good in Pro mode, but even then it'll only take up a few of your evenings.

**6**

### TOTAL! JUDGEMENT

'Playable and fun in a Shame About The Crap Computer Players And The Lack Of Challenge sort of way.'

**TOTAL!  
SCORE**

**68**



**horror** *n.* 1. Extreme fear; terror; dread. 2. Intense hatred. 3. a thing or person causing fear, loathing etc. 4. having a frightening subject, e.g: a horror film



You've read the **definition**,  
now experience the **reality**.

**WARNING!**  
Contains  
**TERRIFYING**  
Visuals!  
**WARNING!**



**GAMES**  
**MASTER**

GamesMaster **37** On-Sale November 23rd



# Zoop



**PLAYERS:**  
**1**  
**FROM:**  
**BASTION**  
**PRICE:**  
**£40**  
**RELEASE:**  
**DEC**

**'Andy Dyer plugs the greatest puzzler of all time into his SNES. Then realises he's not supposed to be reviewing Tetris.'**

**O**oh look, I've just found one of those Thesaurus things. Now what word shall I look up. I know, I'll look up poor. Ah yes here we are...

Poor, mean, wretched, miserable, sad, woeful, melancholy, pitiful, pitiable, grievous, sore, lamentable, deplorable, abject, contemptible, despicable, disreputable, scruffy, shabby, mangy, sordid, sleazy, squalid, grubby, dirty, filthy, sickening, nauseating, nauseous, revolting, disgusting, loathsome, detestable, hateful, low, indecent, improper, coarse, vulgar, pornographic, obscene, X-rated, shocking, scandalous, reprehensible, disgraceful, unworthy, undeserving, discreditable, shameful, rotten, rotten to the core, decaying, decayed, decomposed, putrefying, putrid, rank, stinking, stinky, foul, noisome, fetid, corrupt, peccant, gone bad, off, not fresh, stale, mouldy, tainted, affected, unsound, disordered, morbid, diseased, infected,

**SUPER**  
It's kind of hard to see any. Nope, nothing

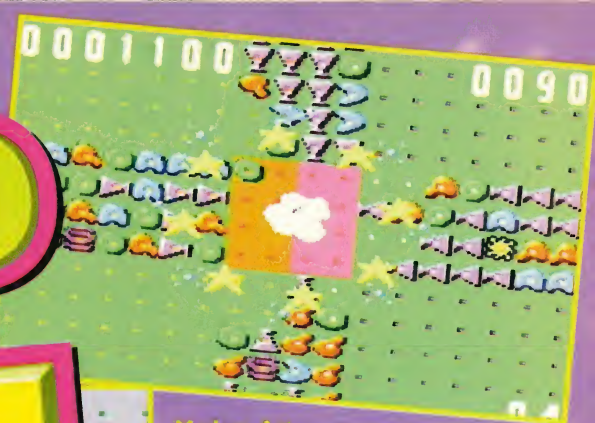
Remember those hard little sweets that were lilac and other pastel shades? Me too. septic, poisoned, envenomed, incurable, irremediable, measly, lousy, grotty, sleazo, sleazoid, gungy, grungy, scrungy, gunkey, mankey, pukey, pukish, yucky, plaguey.

Now where was I? Oh yes, Zoop. It's one of those really simple games that strips itself of any pretensions and simply gets on with the job of being a game. Like Tetris. That was dead simple, but the gameplay was classic. Asteroids too was none too complex, but it was brilliant. And those Popoon style games, again, pure gameplay. The only fly in the ointment is that in Zoop's case the gameplay is crap. No doubt it will promoted as a thoughtful, skillful number with classically simple gameplay but don't believe a word of it. The gameplay goes something like this. You are a coloured arrow. Blobs of various colours gradually creep in from four sides towards your arrow. Fire yourself at a blob of the same colour and you'll destroy it assuming the colour of the blob directly behind it. You can now destroy the blobs of your new colour. Keep the approaching blobs away until the timer reaches zero and you've won the level. Occasionally special blobs appear which you can use to destroy whole rows or blocks of blobs. It's sort of fun for five minutes in the way a free giveaway game on a Shareware disk might be, but that's all.

The gameplay is not classic, it's crap. It's not beautifully simple, it's crude. Something that looks and plays like a trainee programmers coursework should not be a full priced cartridge.

ANDY

**POOPER**  
Looks ugly, and the gameplay is embarrassing

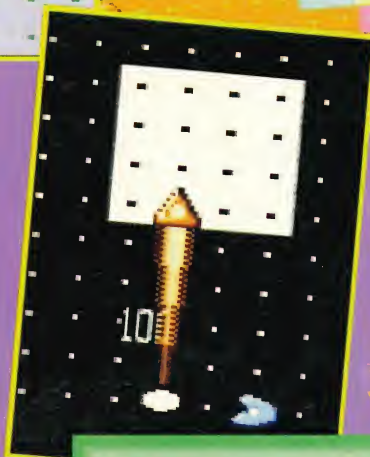


Modern Art, eh? This one above represents man as a time constant.



A fantastic game taking place above, but who's zooping who?

Sort of similar to the rest of the grabs isn't it? What a crock.



## GRAPHICS

Just take a look at the screenshots. This is as elaborate and beautiful as it gets.

**1**

## SOUNDS

Really cringey tunes but there's something spookily catchy about them.

**7**

## GAMEPLAY

Fine for a bargain cartridge, but a full price cartridge? Give us a break.

**3**

## LIFESPAN

It's pretty tough but there's not a lot to get through and you won't want to either.

**6**

## TOTAL! JUDGEMENT

'A few people who have tried it think it's good. They're mad. It's very bad. Zoop, I'm afraid, is poop.'

**TOTAL! SCORE**

**31**

## DANNY SAYS...

I had a hoot with this until Andy came up and took forty quid out of my wallet announcing, 'If you like it so much, it's yours.' Then the fun went out of it. If it was on a bargain cartridge with 39 other 'classic games' then it'd be fine, but it's a joke as a standalone.



**T!**



Europe's most popular e-zine - updated daily

# FutureNet

## Atko's Page



- o Name: Sean 'Atko' Atkins
- o Occupation: Dunno
- o Most likely to be found: Smoking and swearing

Blimey! HELLO and welcome to my very own little page of acronyms and denotance. I'm Atko, your host for today, and I've called my page 'Robert' because I used to have a cat called Robert.

Anyway, what exciting and extraordinary things have been happening around the TOTAL! office like mad over the past few weeks? Well, Rob has been up to no good as usual, shoving off work and playing football in the park. Jonny the art chimp has been fiddling around with the *Star Trek* codes we've got to give away. Debs the Deputy Editor has been dancing around on the desks with her skirt over her head (as bloody usual). *Danny* the new boy has been suffering at the hands of everyone else, all while *Thinky Eyes* creates amazing snails and aces with his hands and feet.

## Rob's Page



Hello, you crazy cats. Fancy a bit of Nintendo?

- o Name: Rob 'no nickname' Pepler
- o Occupation: Editor, TOTAL!
- o Most likely to be found: Playing football, badly

I'm going to stick my neck on the line and admit that in my life Nintendo comes only second in my list of loves. Football is the main man in my little brain. Having said that even on lovely summer days I can be found with the curmudgeon down playing *Street Fighter*, *Super Mario*, *Super Mario* at least I get to combine the two.

Other than that my hobbies include annoying Johnny, annoying Debs, annoying Sean and... have I left anyone out? Ah yeah, and I really enjoy annoying Danny, apart from that I'm a lovely bloke.

Danny's page, quite naturally, is the envy of the Internet. Go read it. :-)

## Danny's Page



- o Name: Danny 'New Boy' Wallace
- o Occupation: Staff Writer, TOTAL!
- o Most likely to be found: Weeping, quietly, in a corner

Right then, am I on? (shem) Hello there, weepy-specy, white-coat-wearing clipboard-carrying Internet-using people, my name's Danny, and I'm the new boy on TOTAL! magazine. And I'm a bit scared. Not because of the prospect of millions of people reading the stuff that I write, analysing it in great detail, picking out each and every tiny grammatical error and writing to the managing director to complain. Rough, not at the prospect of having to handle the hundreds of reader 'phonocalls' we get each day from a small child called Jason who lives in Wales, or even at the prospect of having to deal with the fierce, bad-tempered group of suited PR trolls who make us write things about their bits of plastic and metal, and then shout at us once we do. No. I'm scared because of the realistic bullying that a New Boy seems to go through. It's already started, in fact.

## Futurnet

Address: <http://www.futurenet.co.uk>  
All of your favourite console and PC mags under one giant roof. And, of course, home to your very own TOTAL!

## Intelligent Gamer

Address: <http://igonline.escape.com/>  
Top American site who are superb at picking up the latest Nintendo news.

## Nintendo Ultra 64 page

Address: <http://www.cce.hw.ac.uk/~mapleson/s gistuff/ultra64/ultra64.html>  
Some of the information needs to be taken with a pinch of salt, but still there is plenty to learn about the future of Nintendo.

## SNES homepage

Address: <http://sbh.cse.bris.ac.uk/Nintendo.htm>

A great way to exchange info quickly and easily on just about anything connected to your favourite console.

## Nintendo Power

Address: <http://www.nintendo.com>  
Get the information straight from the horse's mouth. Often full of tedious conversation but still packed with info.

ocation: <http://www.futurenet.co.uk/games/total.html>

# TOTAL!

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

## Danny's Page



- o Name: Danny 'New Boy' Wallace
- o Occupation: Staff Writer, TOTAL!
- o Most likely to be found: Weeping, quietly, in a corner

Right then, am I on? (shem) Hello there, weepy-specy, white-coat-wearing clipboard-carrying Internet-using people, my name's Danny, and I'm the new boy on TOTAL! magazine. And I'm a bit scared. Not because of the prospect of millions of people reading the stuff that I write, analysing it in great detail, picking out each and every tiny grammatical error and writing to the managing director to complain. Rough, not at the prospect of having to handle the hundreds of reader 'phonocalls' we get each day from a small child called Jason who lives in Wales, or even at the prospect of having to deal with the fierce, bad-tempered group of suited PR trolls who make us write things about their bits of plastic and metal, and then shout at us once we do. No. I'm scared because of the realistic bullying that a New Boy seems to go through. It's already started, in fact.



# PAC ATTACK

**TOTAL!**  
GAME BOY REVIEW



All the little ghosties, lining up for tea. Along comes the Pac Man, bid-ee bid-ee bid-ee.

That was what we in TOTAL! call a 'poem'. By the Danny.



Momentarily levitating bricks, freed from the constraints of ghostdom by the man Pac.

**'Say 'biddy-biddy-biddy'. Say it out loud. Now wonder how anything that just said 'biddy-biddy-biddy' all year long got so famous...'**



**PLAYERS:**  
1  
**FROM:**  
BASTION  
**PRICE:**  
£25  
**RELEASE:**  
OUT NOW



**LACKS**  
Seen it, done it, been it.

gamers proud and happy to twiddle with constantly-improving joypads and constantly-updated versions of everyone's favourite ball/Pac/Thing, Pac-Man has, this time, decided to get involved in more of a Tetris-style affair. But a Tetris clone needs a twist, these days. It's all very well to release a game based on playability, but when you could quite easily just opt for a cut-price budget-purchase of a cart with similar attributes, you need some extra

touch, some defining addition to the thing which separates it from the ever-growing crowd of Game Boy puzzlers. And Pac Attack has one. Bricks still fall, mind, and the object of the game remains startlingly similar, but whereas a game like Tetris saw you engaged in a seemingly endless quest to unmix and match, Pac Attack has you simply trying to create horizontal rows, while ghosts do their best to get in the way. And how do you get rid of the ghosts? Oh how do you bloody well think...?

So, it's got character. It's got playability. It's got various modes of play, and it's got Game Boy owners panting at their pads in puzzley anticipation. Can it fail? Well... technically, no. But the reasons behind it not scoring the 90% it would have scored a few years ago are clear - we've seen it all before. Yeah yeah... stuff a new twist or two in there and you've got a different-looking, different-feeling game. But essentially, though, you're using the same game engine to get the same game kicks. And this, my little petals, is where Pac Attack loses out... **DANNY**

**S**pread chutney-like over the TOTAL! reviews sandwich this month came a number of tasty and nutritious fillings, each designed to satisfy our hungry gaming stomachs, while keeping our mothers contented that we're still gorging ourselves on vitamin-packed carts, but slap-happy that we're playing with our food. Tsk... at our age, eh? Pac-Man, of course, takes a hefty bite out of anything he can...

A hungry lad, Pac-Man. Hungry and hyperactive. And, according to his latest storyline, in a bit of a panic.

See, bored with the usual run-around-a-maze malarkey that has, so far, kept avid

**PACS**  
Same sturdy gameplay

## ANDY SAYS...

Yep - I totally agree with Danny. Pac Attack is good to play and nice to look at, but still essentially what we've been doing for years and years and years and years. No cigar for this one, it pains me to say.'



## GRAPHICS

Tidy little sprites and smooth scrolling make it a decent-looking Game Boy affair...

**7**

## SOUNDS

Tinkly tinkly swoop swoop. That's how Shakespeare would have described it.

**6**

## GAMEPLAY

Oh... look - just read the review, will you? IT'S THE SAME AS ALL THE OTHERS!

**8**

## LIFESPAN

Good - a top cart to take on journey or to the doctors when having boils lanced.

**8**

## TOTAL! JUDGEMENT

'Well... they're all the same with the lights off, aren't they? Same idea, same gameplay, different angle = same game different.'

**TOTAL!**  
SCORE

**77**





#### ROB SAYS...

'Not such a big fan of the Mega Man series, me. Still, number 7 managed to entertain me for a dull Sunday afternoon...'



MM7 sports the Micheal Bolton flaming locks look.

Mega Man entertains Rob one dull Sunday afternoon.



# MEGA MAN

Having missed several payments on



PLAYERS: 1

FROM: MARUBENI/CAOCOM

PRICE: £xx.xx

RELEASE: OUT NOW

**'Danny Wallace. Mega Man. Two names intrinsically linked with one another. Together at last...'**

**F**ACT: There are far, far too many 'Mega Men'. And they're everywhere, for God's sake. Look under any cabinet, in any ornamental pond or down the back of any common or garden shepherd, and more often than not, you'll stumble across some form of so-called Mega Man. Mega Man 4's the bleedin' worst. Found him in my cupboards fiddling with my zippers the other day. Tsk. It wouldn't be so bad if they'd just give the dopey heroics a rest, but no, everything's got to be a fight with evil. And just where do they find all that evil? And why do they have to bring it to the dinner table every Sunday evening?

## TOTAL! TACTIX

The first boss you'll come up against isn't exactly the most taxing beast in the world, but something that sets the tone for the rest of the game, graphics-wise. The thing - let's call him Lenny - enjoys shooting disc things at you, moving backwards and forwards, and windurfing along canals. All you've got to do is use your Mega Man™ pistol fingers™ to belt it 'round the face, while showing it a few well-timed disc-avoiding jumps. Good.



**GOALS**  
Top quality footy action, with plenty of skill and depth



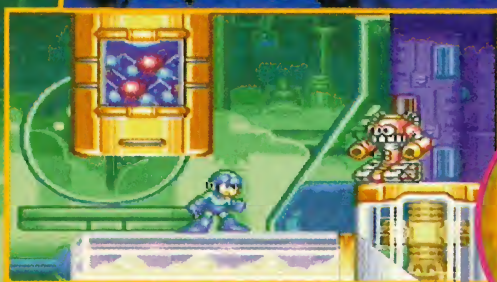
Mega Man in classic  
"I'm a bit cack and  
I'm not animated  
very well am I?"  
pose. Pathetic.

# Mega Man 7

All these questions and many more like them remain largely unanswered by Marubeni's latest carty effort. hilariously titled (ahem) Mega Man 7, their new SNES thing manages to carry on in the now-famous ways of the Mega Man - plenty of running, plenty of jumping and more than plenty of shooting.

But starting off with perhaps the most tedious and unskippable intros to any game in the series, though, is a start that many would rather hadn't made it to 'Rockman 7' (as the funny little Japanese know it - bless 'em, eh?), and the gentle, all-too-unmissable feeling that you'd rather hurry it all up a bit is something that follows you right into the nether regions of the game. Right from the start it all seems to just plod along that tiny bit too slowly. Even when all you can see is just a huge mass of projectiles, colourful plasma things and oncoming missiles, even when all you want to do is make a surprisingly quick exit, and even when all around you is a sea of messy-faced action, you're still left thinking about how nice it would be to move that little bit faster through the (and let's be honest...) fairly standard, done-before range of - pah 'difficulties' that Mega Manny and his atomic nanny must make light of.

Andy Dyer did some of these captions, the love. Write to TOTAL! to thank 'im.



**SMEGGERS**  
Oh, let's not be too testy. Mega Man's an old friend, after all...

Still, all that's probably not quite as bad as it sounds. Honest. Because the thing about Mega Man games is that, despite what can often be seen as rather obvious flaws, they still do well for themselves on the basis that they nevertheless remain sturdy, playable and well-polished carts. Mega Man 7 is one such example. Yeah yeah... so sometimes you don't feel you're getting quite as much out of it as you could, but... well...

more often than not, you do. Geddit? The thing is, it all still manages to play

## GRAPHICS

Graphically sound, although based far too much on the NES versions for my liking. Alright, though...

7

## SOUNDS

Again, pretty rudi-bloody-mentary stuff, leading you to believe that, well, no one's really bothered.

7

## GAMEPLAY

Better than average, this, with some very addictive but infuriating levels thrown in to the fray.

8

## LIFESPAN

Well, while you're still playing towards the end, it'll last you. Cos it's hard. But when finished? Pah.

7

## TOTAL! JUDGEMENT

"Boringly good in too many ways, the latest in the Mega Man series delivers... well... the same as its predecessors, really. Ho hum..."

TOTAL! SCORE

81



A bit like Sonic, these levels. Goodness! Have I gone too far?

well, to look good and to give you a reasonably satisfying fix of fun; three elements so often lacking in hastily-released import SNES carts these days. And three elements which always ensure it a few positive words in TOTAL!... and that was them. Thank you.

DANNY

T!



Cor - visually impressive, innit? Or isn't it?  
I can't tell any more. Sorry, lads.



**PLAYERS: 1**  
**FROM: MARUBENI**  
**PRICE: £29.99**  
**RELEASE: NOW**

**'Andy Dyer gets to review another Mega Man game. Oh dear, he's not best pleased.'**

**H**ave you ever been in a situation in work, or in school where there's some bloke or other who's a complete git? He goes around mouthing it off and generally makes things unpleasant but no one ever says anything. In fact everyone pretends to like him just to

**MEGAS**  
It's big, challenging and there's quite a bit of variety

See that big 40% down there? Almost 04%, mate. But Andy can't 'do' numbers.

Andy Dyer is not a happy man. He walks with a stoop and rides a horse called mis-er-ee. Yes.

Hmm... this game looks good, does it? Wouldn't bother with it. Okay?

# MEGA MAN 4

make life easy, and so he just carries on being an idiot. Well, I've had enough. There's this idiot wandering around the videogames market. He's lazy, he's rubbish at what he does, and yet he just keeps coming back like a bad smell. I won't tolerate him any longer, and you can all keep quiet if you want, but I'm going stand up and speak my mind. I hate *Mega Man*!!!

I won't mention the specifics of this latest *Mega Man* game because I don't need to. It's much the same as the rest of them. But why, oh why, do people keep buying these games. He's a crummy little sprite who's awkward to control. He moves slowly, has a very odd way of jumping which makes tricky manoeuvres overly difficult to

perform and he can only fire left or right. The worlds he inhabits are equally poor. The puzzles are very basic with little thought put into them. The enemies are repetitive and not very intelligent, and repeatedly there you come across 'leap of faith' situations. These are points in the game at which you have to jump onto a platform or a piece of scenery that isn't actually visible on screen at the time you make the jump. This is widely regarded as the biggest sin any platformer can commit and the *Mega Man* games do it repeatedly.

Challenge-wise the games are, well, very challenging. But again this comes down to the awkwardness of the controls, the bad construction of the levels and the presence of Bosses who perform attacks that are unavoidable. A lot of the time the tactics you need to employ are 'fire rapidly and hope he dies before you do'.

So there. I've said it. The mass of *Mega Man* fans can go out and waste another wad of cash on this for all I care. All I hope is that I may deter a few people who have never tried one of these games yet. Believe me, in a world full of high quality platformers, this is as formulaic, sloppy and lacking in effort as they come.

ANDY

**T!**

**SMEGAS**  
Very basic, very sloppy and very flawed

Okay-ish graphics and to be fair there's some variety between levels.

**6**

Adequate. It's not often you get any surprising sound effects on the Game Boy.

**6**

It seems to ignore the established rules of what makes a good platformer.

**4**

It's big and it's challenging (though probably for all the wrong reasons).

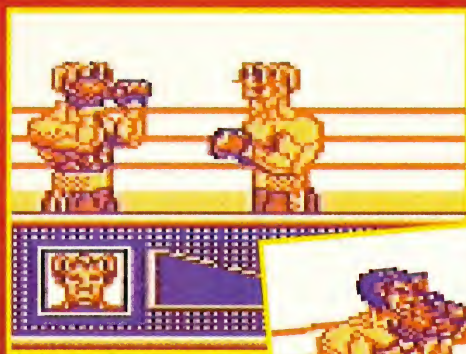
**8**

**'I firmly believe that this is a large dumper truck full of dump... so dump it.'**

**TOTAL SCORE**

**40**





Keep your guard up at all times. Advice, that.



Can you smell the men? Mmmm...

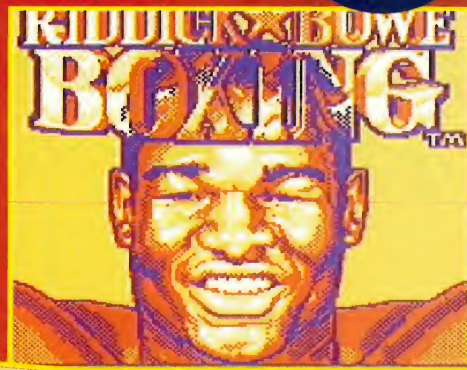


#### ROB SAYS...

Fight games are tricky at the best of times and it's becoming more and more apparent that the Game Boy simply isn't up to the job. However, it's a good machine with a massive amount of great games, so don't waste time on dross like this.



# RIDDICK BOWE



That's Riddick. Cheeks are nice.

HOW BLOODY INTERESTING.



**PLAYERS: 1**  
**FROM: THE**  
**PRICE: £29.99**  
**RELEASE: NOW**

**'Andy Dyer doesn't even bother to put his gloves on this time. "Another crap boxing game then," he sighs.'**

**P**rogramming by numbers, that's what Riddick Bowe is. As we all know, it's very hard to produce a decent boxing game at all (if past experience is anything to go by) and the only one that has work really well is the slightly oddball *Super Punch Out!!* So whenever we get a new one in, especially when it's on a weaker machine

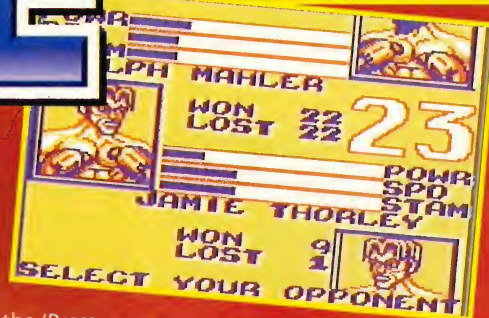


like the Game Boy, we're always a bit sceptical.

This title doesn't surprise us in any way. As soon as you switch on it all seems rather painfully familiar. Up comes Mr Bowe's face on the title screen along with the 'Press Start' prompt. Then, in equally familiar style, comes the options screen with a tournament option, a fight option, and a career option. Choose career and you get to pick a boxer and fight through a looong series of fights with the aim of coming first. If it's just a straightforward ruck you want simply choose one of the other options and get fighting. Okay, so that's all the standard stuff out of the way, but what about the gameplay?

Well, here's where it becomes boxing by numbers. There's nothing very clever going on visually with both fighters stood side by side with just their top halves visible. The Game Boy only has two buttons so you need both of them and a variety of pad presses to perform different kinds of punch. Sadly the options are a bit limited and, it must be said, a bit hard to distinguish on the GB's little screen. Couple this with the relatively poor animation and you have a real problem. Namely that it's very hard to get tactical about your boxing and there are rarely occasions on which you avoid a punch and then masterfully plough in with a combination of attacks.

If you have a copy of last month's TOTAL! take a look at the *Foreman For Real* review. Many of the same criticisms apply except that this is even more basic and flawed. **ANDY**



#### GRAPHICS

Basic. Boring side on view and the moves are hard to make out on the small screen.

6

#### SOUNDS

It's hard to get a meaty punch sound out of that little Game Boy speaker.

6

#### GAMEPLAY

Boxing games are generally rubbish and this manages to be worse than most.

3

#### LIFESPAN

Plenty of challenge, but that's really just shoddy gameplay more than anything.

2

#### TOTAL! JUDGEMENT

'Boxing may be brutal, but it is a massively exciting sport. This captures none of that excitement.'

**TOTAL! SCORE**

32



Three categories - Name, Head, and Skin. All you really need...





## FAMOUS TOTAL! READERS



The crew of the Starship Enterprise, yesterday. In the future. Well... kind of in our funny little minds, actually.

'...but Captain... it's not logical...' said some Starship bloke in a fit of inevitability, upon hearing of Captain Jean-Luc Picard's love of TOTAL! All he could muster in response was a feeble 'Damn your logic... I've got lives to save', so engrossed was he in this month's issue of the mag you love to love. Um... except this was all in the future, of course...er... and... um... oh anyway, CAPTAIN PICARD IS THIS MONTH'S FAMOUS TOTAL! READER. Okay? Jesus... you're so picky...

### Dear TOTAL!

Just a few points (but don't relax just yet!)

1. Rob, my name is Knuckles, not Mobius person. Or should I call you earth person?
2. When you didn't have the benefit of Super Game Boy you tinted the screen shots. Why do the same with the Virtual Boy games? It'd be better than a page full of red and black.
3. Your main gripe about *Mario Paint* is that you can only save one drawing. But if you link up the SNES to a VCR, you can record your animations and then erase them without having to say to all your friends 'Yeah, well it was blue and had like this... thing in the centre, you know?'. It even gives you two ways to do this in the manual.
4. Keep up the excellent covers.
5. I know the Mega Drive isn't as good as the SNES technically, but I find that Sonic and Mario are completely different styles of gameplay, so why compare them?
6. Is the game *Total Football* in any way connected with the

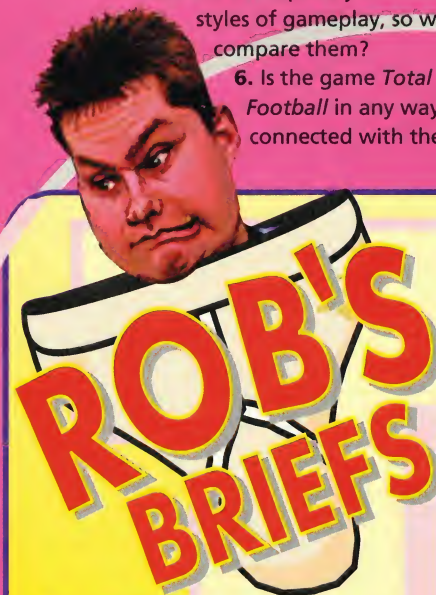
magazine *Total Football*?

7. Will *Donkey Kong Country 3* on the Nintendo Ultra 64 (if it ever appears, that is) look like the rendered shots in the manual and on the posters?

**Knuckles the Echidna, Floating Island**

### Dear Mr Echidna,

Or should I say Knuckles? You can call me Mr Pegley by the way. Virtual Boy shots will stay as they are for the foreseeable future, because that's what they look like. Covers will do the same – thanks for the compliments. The reason we compare Sonic and Mario is that they are both platform characters that are the flagships of gaming's two biggest powers and are the stars of the best-selling platform games on both formats respectively, both having many sequels to their original incarnations. Spot any similarities yet? *Total Football* (the game) is not connected to *Total Football* (the magazine) other than the fact they share the same name and are both great in their own way. Er, and there's football in both. I think it's too early to talk about *Donkey Kong*



### Dear Rob,

If you win the lottery will you quit your job cos you won't need the money? If you stay, will you invest the money in TOTAL! and get a few pages on Ceefax? What about the rest of the team, what would they do?

**Ian Elvin, Norfolk**

### Dear Ian,

I might have a decent holiday and live a life of luxury, but I'd still work on TOTAL! And I'd make sure the team stayed as well. They'd all be on slightly better salaries, though.

**Rob**

### Dear Rob

As you did a SNES Top 100 fairly recently, do you think you will be running a Game Boy Top 100?

**Ian Hamilton, Durham**

### Dear Ian,

It's a very distinct possibility, I'll say no more than that.

**Rob**

### Dear Rob,

I saw you, Debs and the rest of the

You know the score, pens to paper, fingers to keyboard and that's it. Nothing else. No funny bits, that really is all we'll except. No, there's no punchline. That really is it. I'm serious.



Country 3 really in light of the fact that DKC2 has yet to be released.

And I think that's about it. Oh, apart from *Mario Paint*, yes I agree with your comments. Blue, with a thing in the centre, yeah I know exactly what you mean.

**Rob**

**Dear TOTAL!**

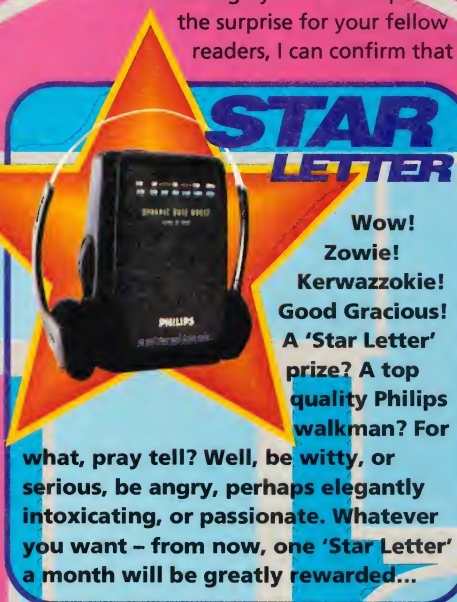
Hi! I've just written in to ask if you're going to be doing anything for your 50th anniversary. Free, massive 100-page tips and guides book, your top 200 games on all of the Nintendo's four machines, loads of competitions to give away games or even a games contest to see who's best at different games, for example, your favourite two-player games, or let us choose them.

**Wayne Richmond, Oxford**

**Dear Wayne,**

You must have been eavesdropping at our recent planning meeting – and frankly Wayne, nobody likes an eavesdropper. Remember that and your quality of life will improve. Yes,

although you've now spoiled the surprise for your fellow readers, I can confirm that



**Wow!  
Zowie!  
Kerwazzokie!  
Good Gracious!  
A 'Star Letter'  
prize? A top  
quality Philips  
walkman? For  
what, pray tell? Well, be witty, or  
serious, be angry, perhaps elegantly  
intoxicating, or passionate. Whatever  
you want – from now, one 'Star Letter'  
a month will be greatly rewarded...**

team on a children's TV programme on BBC1 last week and I almost fell off my chair in excitement. I just couldn't believe it! You Rob, the great man I aspire to talking about my favourite mag! I must say I was hugely impressed by your professionalism. You must have been under considerable pressure during filming, but it didn't show one little bit. I know all about these things, my dad's a cameraman, you see. So on the strength of this performance, are you considering giving up the editorial way of life and making a move into television?

**Bill Goat, Somerset**

**Dear Danny,**

I know when you make up letters, because I see your handwriting every day stupid. And, yes there was quite a lot of pressure, as you well know. They

## WIN A GAME BOY CART!

issue 50 will be pretty special with all of the above and more. Watch this space as they say.

**Rob**

**Dear TOTAL!**

I would like to make a complaint about your back issues page. I have bought your magazine since issue 8 but I stopped buying it from issue 24 because I had a NES and there were not enough NES reviews. Now I'm planning to get a SNES and started buying your magazine again from issue 44. I decided to order some back issues and ordered issues 25 and 26. About a week later I received a letter from Future Publishing saying that those issues were unavailable. I was disappointed but I have sent away for issues 27 and 28 now. I think you should make a list of all the back issues available. I noticed last issue (44) that Gary Pentangle asked if he could have issue 1 and you told him to order it from back issues. How can he order it if it had been sold out since issue 13? As I have already said, I was disappointed the issues I wanted were unavailable and I really hate other people trying to order those issues because they're wasting their time.

I hope something can be done about the back issues sections as soon as possible so that new readers know which issues are available to order.

For now, keep up the good work!

Yours complainingly

**Sebastian Anstey, Cromer**

**Dear Sebastian,**

Not sure why your letter experienced such a delay, but in the meantime you'll see that we

cut your bit didn't they Danny? Didn't see you at all did we? It's called jealousy Danny and it's not attractive. I have two words for you: sour grapes. I have two more as well, but we wouldn't be allowed to print them.

**Rob**

**Dear Rob,**

Has TOTAL! turned into a sad magazine or what? In issue 42 you slag off Sega and then in issue 43 you slag off Sony and Atari. Is TOTAL! so jealous of all other platforms that you have to sink this low?

**Thomas Holzer**

**Dear Thomas,**

Yes Thomas, you're so right, we're jealous that's what it is. What can I say? You've rumbled us. The Saturn and

## WEIRD PLACES I'VE PLAYED MY GAME BOY

### No. 45



**Name:** Michaela Merkus and Ernst Schuller (not pictured)

**Age:** 23

**From:** Holland

*'This picture was taken on the Isle of Crete. Robobabe Michaela is playing Zelda in the labyrinth of Knossos. In ancient times the legendary Minotaur (a big ball thing) roamed this labyrinth in search of a couple of fresh kills. Isn't she adorable? Hard to believe she's 23, huh?' (Yes she's adorable, phone number please – Rob.)*

have amended our back issues page to account for the lack of back issues. The department got in touch with us to explain how popular the magazine is and we have made amendments accordingly. As for telling Gary Pentangle to contact back issues, I was aware that they didn't have issue 1. I said it because he had been so cheeky. It was a joke. Geddit? No, okay.

**Rob**

Jaguar are doing so well too... doh!

**Rob**

**Dear Rob,**

I know that you support Portsmouth Town because your passion for football is well documented in the mag, but what about the rest of TOTAL! What teams do they support?

**Lee Barnes, Leicester**

**Dear Lee,**

Debs also supports Portsmouth, as do Johnny, Andy and Danny. They all support Portsmouth and skjhvvvvvs ddssg dfds v\*&^v vj... get your hands off my keyboard Danny. If I say you support Portsmouth, you support Portsmouth. So yes, there you go and their favourite player is Paul Walsh. All of them.

**Rob**



# Johnny's Crayon COURT



**A**nother mixture of potential talent and complete dross lands on my desk yet again! Are you one of the lucky ones...?



Some reader or other sent in this pic of the Doom protagonist, but completely failed to write his name and address on the back of his work. This contravenes nearly every rule as decreed by my crayon court. Obscurity and non-recognition shall be your punishment, and you shall spend the rest of your days on your belly, and thistles you will eat...

## YOSHI'S ISLAND



Andrew Shaw, who has graced this earth for nine years now, emulates that great crayon icon – me – with his felt-tip homage to last month's cover. Can't remember him dropping spotty eggs, though.

12-year-old Gordon McKay from Paisley spent four days with his interpretation of one of those colourful characters from Doom, not that it was a big picture to draw, it was just that it was so SCARY! AAAAGH! MOTHER!

## DOOM



### Untitled by Christopher Jamieson

TOTAL! TOTAL! is the best,  
It beats the pants off all the rest.  
If you've got a gaming problem and you don't know what to do,  
Don't worry, ask TOTAL! they will tell you.  
TOTAL! TOTAL! is the best,  
It beats the pants off all the rest.  
With features and cheats and letters too,  
It's only £2.50 and it's made for you.  
TOTAL! TOTAL! is the best,  
It beats the pants off all the rest!

### Dear Christopher,

Untitled, eh? Well here's a title for you:  
Repetitive drivell.

**Rob**

### Untitled by Ben Barden

First came the SNES and then the Boy,  
A wonderful hand-held, a portable toy.  
I purchased both but this blew all my dough,  
And then came the SNES – my poor NES had to go.  
Tried selling though TOTAL! and newspapers, too,

# Poet's Corner



# HELP!

**Your Problems solved. TOTALLY!**

So many of our dear, beloved readers – whom we cherish and respect as if they were an enlarged and frighteningly realistic group of our own mothers – are such troubled and worried little loves. And, judging from the amount of not-at-all Nintendo-related letters we get each and every month from 'em, they need our help. Here, then, is our little attempt at doing just that...

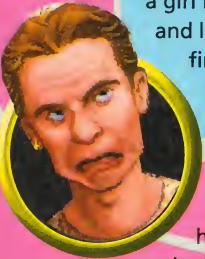
## Dear TOTAL!

Please – I have a problem and I hope – nay, pray – that you can help me with your wise words and clever faces. There is a girl in my class who I think might like me, because once when I looked at her she went all girly and giggly. Does this mean she fancies me?

**Tim Mason, Sheffield**

## Johnny says:

No, Tim, it does not. Generally, when a girl looks in your direction and laughs, it means that she finds you somehow amusing; an object of ridicule; something to be laughed at. Reasons for this include a slightly odd walk, sticky-uppy hair, or the beginnings of the light, wispy moustache you are no doubt attempting to cultivate. Hope I've helped.



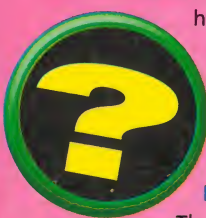
## Dear TOTAL!

Help me, please! I know that you don't usually answer people in this way, but I have been invited to a neighbour's wedding and I have absolutely no idea what to wear. Help?

**Damien Small, Reading**

## Debs says:

The thing to do this winter is Dare To Be Different. I suggest a purple skin-tight nylon suit, along with hiking boots and large, oversized gloves. Any help, was I?



## Dear TOTAL!

I have been more and more worried by my maths homework recently. Can anyone help me? I'm studying angles.

**Simon Dean, Exeter**

## Rob says:

Sadly, I'm a bit good at accountancy, and so yes, I can help you. What you have to do is learn the 'magic number' technique. Think of a number. Go on. Any number. That is now your 'magic number'. Times that number by the number of sides in the shape you're studying, and then divide that new number by the number of insides that the shape enjoys. You should now have 'four' as your answer. Okay? Er...



## Dear TOTAL!

Help me! I've forgotten how to work my legs, and I'm standing in a field in Devon!

**Atko, field, Devon**

## Andy says:

Using your head and neck, try and spot a bull. Contrary to popular belief, they actually understand basic sign language and, simply by just holding and waving that manky red T-shirt you're always wearing about, you should be moving in no time whatsoever!



## Dear TOTAL!

I know it's silly, but I'm a teenager and everything, and I'm worried about the future in no small amount. Is there hope?

**Both Harding, Manchester**

## Danny says:

Blimey, us teenagers, eh? Anyway – here's what the future holds: If you're a Capricorn, next month will be the month you find out that no one ever taught you to kiss properly, and the way you've been doing it is very silly indeed. The next time you're – ahem – 'with' someone, you'll notice that they're trying desperately hard not to laugh in your face. If you're a Scorpio, Tuesday will be the day you accidentally spill a pot of ink and a pot of ink remover on your kitchen carpet at once. The resulting time warp will transport you back to when 'Time' was a mere puppy, where the local people are infinitely amused by the fact that, in their language, your name means 'Stink Twigs'. Oh – and if you're a Pisces? Well, next week, aliens will arrive from another planet, bringing peace, harmony, and cures for all known diseases. Sadly they will land on your head.



**Sadly we are unable to enter into any personal correspondence, but don't suffer in silence write to: TOTAL! Problems, TOTAL!, 30 Monmouth Street, Bath BA1 2TW.**

People rang up – but only a few. I still haven't sold it, I've got 20 packs, Good graphics and sound are what games lack. But gameplay's what counts – addictiveness, too, The games all have this but I've played them all through. So I bought my SNES, but now that I'm skint, I can't purchase *Theme Park* with a mouse (What a hint!). I've got *Street Racer* along with *Starwing*, And *Super Bomberman* (that's the done thing). I'd love *Super Game Boy* (and *Theme Park*

and mouse), Then I'd be the happiest gamer in the house!

## Dear Ben,

And a title for yours Ben: Brilliant, but I reckon your mum did it.

**Rob**

## Thomas Dowrick's version of Boom Boom Boom

Boom Boom Boom let me hear you say TOTAL!  
Boom Boom Boom let me hear you say TOTAL!  
(x4)

It's TOTAL! back every month with another issue,  
So if you can read buy it every month.  
Boom Boom Boom let me hear you say TOTAL! (x4)  
Rob your mag is so fine  
All the reviews all of the time  
Boom Boom Boom let me hear you say TOTAL! (x4)

## Dear Thomas,

That's really out there brother.  
**Rob**





The logo for Micro Machines 2 Turbo Tournament. At the top, a yellow banner contains the text "THE ORIGINAL" in a purple arc. Below this, the words "Micro Machines" are written in a large, white, italicized font with a blue outline, set against a blue and yellow winged background. Underneath, a purple banner contains the text "SCALE MINIATURES" in a white arc. Below this is a large, stylized number "2" with a blue and green gradient. At the bottom, the words "TURBO TOURNAMENT" are written in a bold, blue, blocky font with a white outline.

# Micro Machines

## 2

### TURBO TOURNAMENT

They're back!  
**Bigger, Better,**

Codemasters brings you Micro Machines 2 - Turbo  
Tournament, packing more micro power than ever before.

**Faster, Meaner,**

Flying, hovering, tracking, biking, the game has exploded  
in every aspect. Power pick-ups, interactive courses, rain,  
wind, wild jumps and much much more.

**More!**

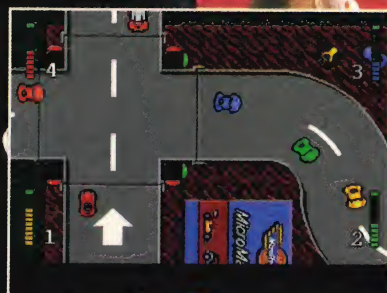
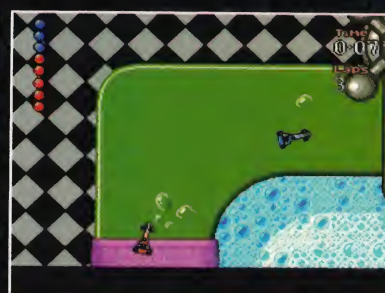
Codemasters™ 

DISTRIBUTED BY



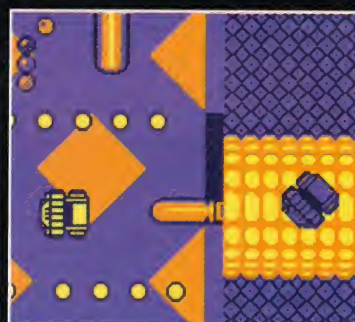
© Codemasters 1995 Codemasters™ is a registered trademark of Codemasters Software Company Limited.  
Micro Machines™ is a registered trademark owned by Lewis Galoob Toys, Inc. Ocean Software is using the Micro Machines  
trademark for this product pursuant to a license. Ocean Software is not affiliated with Lewis Galoob Toys, Inc.





▲ SUPER NINTENDO™

▼ GAME BOY™



◀ Game play on Super NES using Super GAME BOY™ adapter. Both sold separately.



Head to Head, Challenge, Knockouts, Super League.



Over 37 interactive courses with hazards.



Up to 8 people can play in a tournament.



Wild music and FX.



12 all-new incredible vehicles to drive.

**SUPER NINTENDO™**  
ENTERTAINMENT SYSTEM

**GAME BOY™**



# TOTAL! TACTIX

**TOTAL TACTIX** makes its regular appearance, provoking a hearty cheer and a merry wink from readers. Got anything you want in next month's tips ocean? Send it to **TOTAL! TACTIX**, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2DL.

**SNES**  
TACTIX



## THE ADVENTURES OF BATMAN AND ROBIN

Passwords, eh? Love 'em, we do. Especially if they - you know - 'help'. And, seeing as *The Adventures Of Batman And Robin* is a tad on the hard side, these passwords from the latex-minded Sean Battalier (Croydon boy) are just our cup of stuff.

### Stage 2

Square, Square, Space, Triangle, Circle, Triangle, Circle, Space, Circle, Square, Triangle, Space, Square, Triangle, Circle, Space.

### Stage 3

Circle, Space, Circle, Square, Triangle, Square, Circle, Square, Triangle, Space, Space, Space, Space, Square, Triangle.

### Stage 4

Square, Square, Square, Triangle, Circle, Triangle, Circle, Square, Triangle, Square, Space, Space, Circle, Square, Circle, Space.

### Stage 5

Triangle, Square, Triangle, Square, Square, Square, Space, Circle, Triangle, Square, Circle, Square, Circle, Square, Space, Circle.

### Stage 6

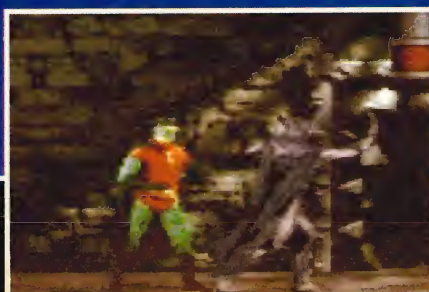
Space, Triangle, Circle, Circle, Circle, Triangle, Circle, Triangle, Triangle, Square, Triangle, Square, Space, Space, Circle, Space.

### Stage 7

Square, Circle, Square, Square, Triangle, Square, Circle, Circle, Circle, Space, Space, Square, Square, Square, Triangle.

### Stage 8

Triangle, Triangle, Triangle, Square, Triangle, Square, Square, Circle, Circle, Space, Circle, Square, Circle, Square, Square, Triangle.



## UNIVERSAL SOLDIER

**SNES**  
TACTIX

Robert Johnson of Coventry uses that exclusive TOTAL! jotter-thing all the time. He uses it for walking, he uses it for cooking, and he uses it for writing things down in. Like tips, for example. Here's some he sent earlier:

To fiddle around with the nether regions of the mystical tinker we call simply enter the following passcodes:

- 2 GPTJL
- 3 QWYRW
- 4 SMDBC
- 5 FHFMB
- 6 NKVPZ
- 7 DFMWZ
- 8 BCMVG
- 9 STBBH
- 10 TBGNT

**SNES**  
TACTIX



## SPEEDY GONZALES

All new passcodes for the chimp's toupee we call Speedy Gonzales, now, thanks to Robby 'J' Johnson of that house in Leonards Walk.

- 2 KFLB
- 3 DDRX
- 4 HRTB
- 5 BRD
- 6 TFBB
- 7 TXHF
- 8 CKJL

**SNES**  
TACTIX

## THE FLASH

Shaun Alexander of London (or 'Laaandaan', as he probably says), has been busy on the rather adequate *The Flash*, in the hope of getting his name printed in TOTAL! Well, not while I'm around, mate. Er...

- 2 23 DELIVERY
- 3 DENIM BLUD
- 4 TRACK 24
- 5 44 PICASSO



- 6 INGOT LANE
- 7 7TH MARKET
- 8 TRACK 12
- 9 RUE LE DAY
- 10 TIN ALLEY
- 11 GORBY WAS
- 12 TRACK 66
- 13 FUNHOUSE



## NINJA BOY

WAHEY! Remember this? Daniel Speck from Grimsby does, and reckons that if you hold down A, B and Start on the Game Over screen, you'll end up with unlimited continues. Not bad!



## NBA JAM

Jon Mundy of Milton Keynes says, 'Hi kids! Jon Mundy of Milton Keynes here! To get to the infamous Juice mode on the Game Boy version of *NBA Jam*, simply get to the Tonight's Match Up screen, and press B 14 times, and then keep holding A and B simultaneously until a message appears about powering up juice mode or something! Okay? BYE!'



## JURASSIC PARK

Top man and certified friend of TOTAL! Adam Ollerenshaw's been busy as a bubble collecting tip after tip after tip for inclusion in this month's TOTAL! Tactix. We liked this one by far the best (although there were cheekfuls of delicious tips to choose from)...

On the high score screen, press Up, Down, Right, Up, Down, Left, and Select twice. To skip levels, press



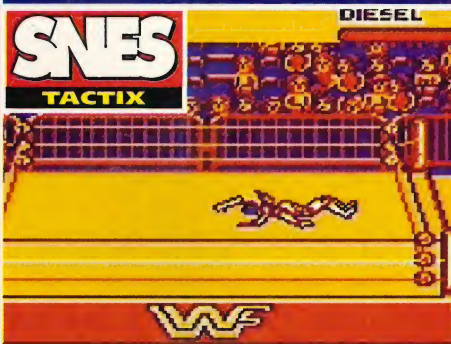
Start, Select, and then A and B together. You're just the sweetest little man Adam.



## DRAGON BALL Z

Thanks are due to Noel Stevens from Shepshed for his seemingly endless work on *Dragon Ball Z* in the name of TOTAL! satisfaction (sigh...). So, enter his codes and think of his happy little face. For a hidden ending, play the game through in this order, on skill level 4.

- 1 Songoku vs Piccolo
  - 2 Songoku vs Vegeta
  - 3 Songoku vs Fleesel
  - 4 Piccolo vs Android 20
  - 5 Vegeta vs Android 18
  - 6 Piccolo vs Cell
  - 7 Songoku vs Android 16
  - 8 Vegeta vs Flunks
  - 9 Songoku vs Gohan
  - 10 Gohan vs Perfect Cell
- Huzzah!



## WWF RAW

Stephen Sawtell. We all love him, don't we? Hard to imagine a day without him, isn't it? Him and his chirpy little feet, his funny little noises and the way he keeps sending those cheats in. This un's for *WWF Raw*, and - hey! - goes some-

thing like this...

On the trademark screen, keep holding Y and B. You'll now get a Super Punch which will knock your opponent out after a mere two 'goes'. Ace!



## ZOMBIES ATE MY NEIGHBOURS

Peter Hunt from the Isle of Man knows what it's like to have Zombies for Neighbours. The Isle of Man isn't renowned for its entertainment values, after all. Still, if you've got a SNES, you're alright, eh? And if you've got *Zombies Ate My Neighbours*, even better...

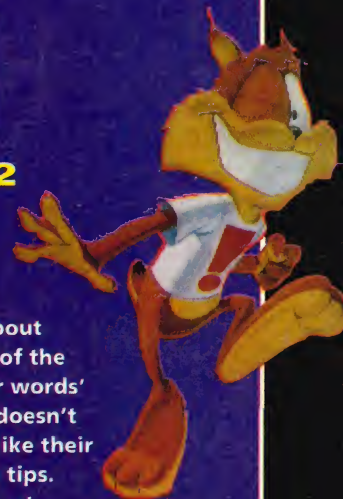
Pick the level of your choice with the code 7E1C 7Cxx (but swap xx for the level you want - between 00 and 37). Smart!



## BUBSY 2

Steve Furlong's parents (of Killara, Ireland) aren't so sure about TOTAL! because of the 'very mild swear words' we put in. Still, doesn't matter, eh? We like their son. He sends us tips. And arsing brilliant they are, too. Here's a selection:

- |            |        |
|------------|--------|
| Chapter 4  | MKBRLN |
| Chapter 7  | STGRTN |
| Chapter 10 | MSFCTS |
| Chapter 13 | TGRTVN |





## JUDGE DREDD



On the title screen, slap B, L, R, L, R, A in, and rejoice in the fact that you've now accessed a level select mode.

Thanks J Hester for that one. No, I mean it. Thank them. Now.



## CLAYFIGHTER 2

Increasing the speed of a tournament is good. It makes your eyes bleed and ears seep. Which, as you know, is great! Thanks to Keith Hawley of Leicestershire, then, all you need for a top body-fluid-soaked evening, is a copy of *Judgement Clay*, a SNES, and this technique...

Reset the SNES when the computer is fighting with itself in demo mode. On the options mode you'll suddenly notice a tenth speed. Don't go high-lighting it, though, cos then you won't be able to use it! Ooh!



## KIRBY'S AVALANCHE

Secret options? Is that what you want? Eh? Fine. Press and hold A, B, X

and Y on pad two while you're playing, then reset the SNES. Now get yourself to the mode select screen, and find a cluster/gaggle/school of a ll-new options.

## GAME GENIE



## EARTHBOUND

- EE23 77D1 Start off with Level 255 bloke
- EE2E 7D01 Start with more powerful character
- BB2F 54A1 Start with a donkey-load of PSI
- BB2D 5461 Start with a monkey-load of HP

## POWER RANGERS

- DBA2 04AD Start with a load of energy stuff
- DB29 07DA Start with more energy than you had at first
- C2E0 DF0A Infinite continues (1P mode only)
- F620 0FA2 Large bolt power-ups give you max power

## ACTION REPLAY



## UNIRALLY

- 7E01 7DXX New unicycles for all! Make XX one of the following, though...

- 10 Someone
- 11 Bronsen
- 12 Sylvia
- 13 Goldwyn
- 14 Anti-Uni

## TOTAL! SOLUTIONS

We spoil all your favourite games by tipping them right up!

Alfred Chicken .....	GB	19-23
Alien 3 .....	GB	18
Bart Vs The Space Mutants NES .....	12	
Batman .....	NES	6
Battle Of Olympus .....	NES	9
Battle Of Olympus .....	GB	22
Cannon Fodder .....	SNES	39
Castlevania II .....	NES	10
Cybernator .....	SNES	22
Defender Of The Crown .....	NES	4
Digger T Rock .....	NES	6&7
Dizzy .....	NES	19&22
Donkey Kong Country .....	SNES	38
Dragon's Lair .....	NES	10
Dr Franken .....	GB	15
Duck Tails .....	GB	7
Earthworm Jim .....	SNES	37
Faxanadu .....	NES	17
Flashback .....	SNES	27-28
Fortified Zone .....	GB	5
Gargoyle's Quest .....	GB	13-14
Hebereke's Popoon .....	SNES	39
International Cricket .....	SNES	44
Judge Dredd .....	SNES	44
Jungle Strike .....	GB	69
Little Nemo .....	NES	11-12
Maniac Mansion .....	NES	4&7
Mega Man III .....	NES	22
Mickey Mania .....	SNES	37-8
Mortal Kombat .....	SNES	21
Mystic Quest .....	GB	30-31
NBA Jam TE .....	SNES	41
Prince Of Persia .....	GB	10-12
Probotector .....	GB	16
Probotector .....	NES	16
Probotector II .....	NES	20
Putty Squad .....	SNES	42-43
Rescue Of Princes Blobette	GB	4
Robocop .....	NES	3
R-Type .....	GB	3
Shadowgate .....	NES	4
Syndicate .....	SNES	42-43
Skyblazer .....	SNES	29
Smash Tennis .....	SNES	34
Solstice .....	NES	3
Star Wing .....	SNES	19
Street Fighter II Turbo .....	SNES	21
Street Racer .....	SNES	37
Stunt Race FX .....	SNES	35
Super Mario Bros .....	NES	23
Super Mario Bros .....	SNES	23
Super Mario Bros 3 .....	SNES	25
Super Mario: The Lost Levels	SNES	26
Super Mario Land .....	GB	1-2
Super Mario Land 2 .....	GB	17
Super Mario World .....	SNES	7-12
Super Metroid .....	SNES	31-3
Super Smash TV .....	SNES	13
Super Probotector .....	SNES	16
Super Punch Out!! .....	SNES	39-40
Super Star Wars .....	SNES	20
Super Street Fighter II .....	SNES	34
Super Turracan .....	SNES	45
Terminator 2 .....	GB	6
Theme Park .....	SNES	43
Unirally .....	SNES	40-41
Wolfenstein .....	GB	30-31
Zelda .....	SNES	14-17
Zelda IV .....	GB	24-29

Turn to page 69 to order all the back issues you'll ever need!



# TOTAL! SUBSCRIBE

Subscribe to TOTAL! for the bargain price of £27 and you'll get every single issue of TOTAL! delivered straight to your door every month for a whole year before your newsagent has even got a whiff of it. Plus you get a gorgeous free newsletter from Rob. Not bad!

## So, how do I subscribe then?

1. Fill in the super duper simple cut-out form opposite in block capitals.
2. Enclose a cheque for the piffling little amount of £27, or let us have your Visa/Access details. Or else.
3. Bung the form and cheque into an envelope (no need to put a stamp on it - it's FREEPOST) and send it to: TOTAL! Subscriptions, Future Publishing, FREEPOST, Somerton TA11 7BR.
4. Your copy of TOTAL! will arrive, wrapped in an exotic silver bag and accompanied by the latest issue of the utterly exclusive and the rather special Rob's Subs Club newsletter.

Any problems contact: TOTAL! Subscriptions, Future Publishing, Somerton TA11 7BR. Tel: (01225) 822511

# TOTAL! BACK ISSUES

Missed a copy of TOTAL!? Then get it from back issues to complete your collection! A snip at £5.99.

**£3 each! Any 2 for £5!**  
**Any 3 for £7!**

TOT1 - TOT29: SOLD OUT  
TOT30: Jungle Book and FIFA reviews.  
TOT31: SSFII and Smash Tennis reviews.  
TOT32: SOLD OUT  
TOT33: SOLD OUT  
TOT34: Batman review, Smash Tennis guide.  
TOT35: Lemmings 2 and Micro Machines review.  
TOT36: Street Racer review, Killer Instinct.  
TOT37: Cannon Fodder review, Cruis'n USA.

TOT38: Stargate review, DKC guide.  
TOT39: Unirally review, Cannon Fodder guide.  
TOT40: Demon's Crest, Killer Instinct guide.  
TOT41: Putty Squad, Free T-Wing! model.  
TOT42: Mortal Kombat 3 Feature, Syndicate guide.  
TOT43: Theme Park review, Putty Squad Tips.  
TOT44: Bust-A-Move review, Judge Dredd Player's Guide.

TOT45: Earthbound, Super Turrican Guide.  
TOT46: Doom, Killer Instinct and MK3.  
TOT47: Yoshi's Island, Bomberman 3, Doom tips.



● And just who do you think you are?

Name .....

Address .....

.....Postcode .....

● Are you completely sure you live in the UK?

- ☐ £27 (UK) ☐ Europe £44.95 (airmail)  
☐ Rest of the world £59.95 (airmail)

● Hand over the readies

- ☐ Cheque (to Future Publishing Ltd); or  
☐ Visa/Access • Expiry date

Signed.....

Date .....

- ☐ Tick here if you don't want mail sent to you from other companies

● And send it all off to us

Send this form (don't forget the cheque - if that's how you're paying) to:

TOTAL! Subscriptions, Future Publishing Ltd, FREEPOST, Somerton TA11 7BR.

\*You don't need a stamp if posting in UK

EC customers registered for VAT, please quote your registration number

## How to order back issues...

Rush me the following issues of TOTAL!

.....  
.....  
.....  
.....

(put in code number of the issue or issues you want):

- ☐ Please send me TOTAL! binder(s) at a mind-bogglingly cheap £5.99 each

£3 per back issue. Special offer! Any two for £5; any three for £7!

I enclose £ .....

(make cheque payable to Future Publishing Ltd)

Name .....

Address .....

Postcode .....

Back Issues,  
Future Publishing,  
Somerton TA11 7BR.

HOTLINE: (01225) 442244



So you've bought *ISS Deluxe*, eh? Good choice, but I bet some of you out there aren't - well - a little less than 'top' at it. Worry no further, just read the following, and glow in pride as you become the know-it-bleedin'-all of *ISS Deluxe*, and - blimey! - maybe even 'good'. Well, here's hoping!

## Strategies

Against any good attacking team, a good strategy to use is the counter attack. This doesn't give them time to get back into position allowing you an easier attack. Other good strategies, suitable for use against almost anyone, are 'Push Along Wings', 'Offside Trap' and 'Push Along Centre'.



# INTERNATIONAL SOCCER THE TOTAL!

## Free Kicks



Scan around to check for any unmarked attackers.



Tap A or X to lift the ball towards the chosen player, **AFTERTOUCH!!!**

Head, Kick, Punch the ball at the goal, **REBOUNDS!!!**

If there are no unmarked attackers, pass it short (by spanking B) to the nearest player and then have a shot. Or if you're close enough, shoot yourself. Um... I mean, shoot on your own.

## Easy Scoring Methods

### BOTTOM CORNER



Dribble the ball in line with the bottom corner of your opponent's goal.



Avoid any tackles, but still try to stay in line.



Just after you pass the penalty spot, the goalie should run out at you...



...and all you have to do is slot the ball past him into an open goal. Lurvely!



## Formations

When starting out, it's usually best (and least fuss-packed) to use the formation that automatically comes with the team you've chosen. However, even when you've become more familiar with the game and start playing strong, attacking teams like Brazil, you'll need a decent formation to have any chance of winning. A good idea is to have three attackers, to give you more options in the box and hopefully more shooting chances. Oh - and shove four blokes in defence to allow you more of a chance to pull off vital tackles. A good formation, then, would be 4-3-3.



# SUPERSTAR DELUXE

## TRAINING CAMP

### REBOUNDOING OF THE GOALIE



Try to run towards the goal at an angle.



Strike the ball hard, straight at the the goalie. (A firm tap of X should do nicely).



If the ball comes back off the goalie, either follow it up yourself, or use whoever is closest to the ball. You can change players very quickly by pressing the R button.

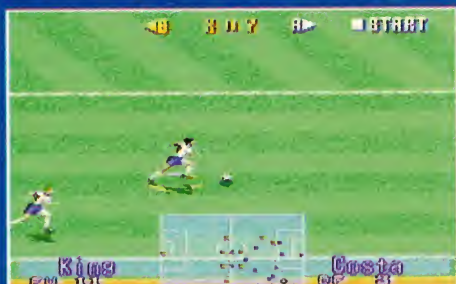


Quickly strike the ball into the net, before the goalie can get back into position. GOAL!!!

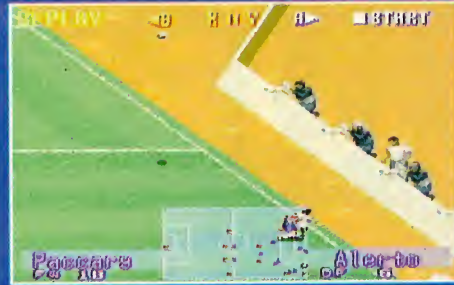




# Touch Line Crossing



Dribble the ball as close to the touch line as possible, preferably just outside the 18 yard box.



Pass the ball long (Using X or A).

Put aftertouch on the ball, so it goes over the keeper and back towards the far post.



Head the ball (down if poss) at the goal.



If the ball comes back off the keeper, nip in and nip the ball in.

## Corners



As soon as the ball comes into the box and near your player press X once more.

When taking the kick from here, don't move the cursor, just kick the ball with a tap of X.

When taking corners from anywhere else, scan around (by pressing the Y button) to find some unmarked players, then use A or X to get it to them. Placing the ball over the keeper somewhere near the far post is best. Remember to use some aftertouch too.

One of your attackers should either head or kick the ball goalbound, where you'll either score or the ball will rebound off the goalie, so you can finish the job.



# How to be a Complete Git

## THE BACKFLIP



Run in the desired direction.



Using the D-Pad and A or B, flip the ball up over your head.



## THE STEP OVER

Chase after the ball, hopefully gaining possession.



When you're in the opponent's box, repeatedly tap Y, to step over the ball, taking you past the bewildered defence...



...into a shooting position. Stop pressing Y to dribble normally, then SHOOT!!!

## TURNING: The Swivel Turn



To swivel, rotate the D-Pad in the direction you want to go.

## The Backheel Turn



Press away from the direction you're headed and Y to backheel, turn and shoot off in the other direction.

## Penalties

When taking penalties use A for a high or B for a low shot. Hold the direction, then tap the button.

Note: Don't hold the button down or you'll Waddle it over. Oh - and don't even consider 'being' Italy. Oh dearie me no.





# DOOM

## SURVIVAL SPE



### **The Shores Of Hell**

Andy Dyer's only just stopped throwing up after his encounter with the stinky denizens of Doom's first chapter. However, time and tide and, we dare say, Satan waits for no man so we've got him straight onto chapter two. Prepare for an even tougher challenge this time around and don't forget to keep checking the maps or you'll get disgustingly lost. Good luck gore fans.

## ARSENAL!

Look out for the variety of weapons and remember their different characteristics. Use the BFG 9000 like the shotgun and you'll be a cloud of foul-smelling vapour. Only use the chainsaw when either conserving bullets in a confident one-to-one combat scenario.

### **SHOTGUN**



Standard weapon of the *Doom* arsenal, effective at close range against most of the spawn of Hades.

### **PLASMA RIFLE**



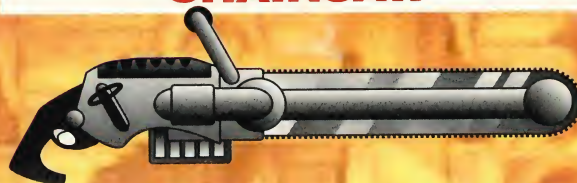
Higher grade weapon, eats up extra fuel cells, but delivers a satisfying punch.

### **ROCKET LAUNCHER**



Ideal for those far-away shots, but not to be used in confined areas – the blast will take you out as well as your opponents.

### **CHAINSAW**



Obviously, a close combat weapon, but only to be used as a last resort, against the not so powerful foes.

### **CHAIN GUN**



Very good for mob dispersal, keep your finger on the trigger, spray liberally, and watch those demons fly apart.

### **BFG 9000**



This is the most powerful weapon at your disposal eats up energy, and is not user friendly. It takes nail-biting seconds to charge up between bursts, but when it does...



# M

## ICIAL

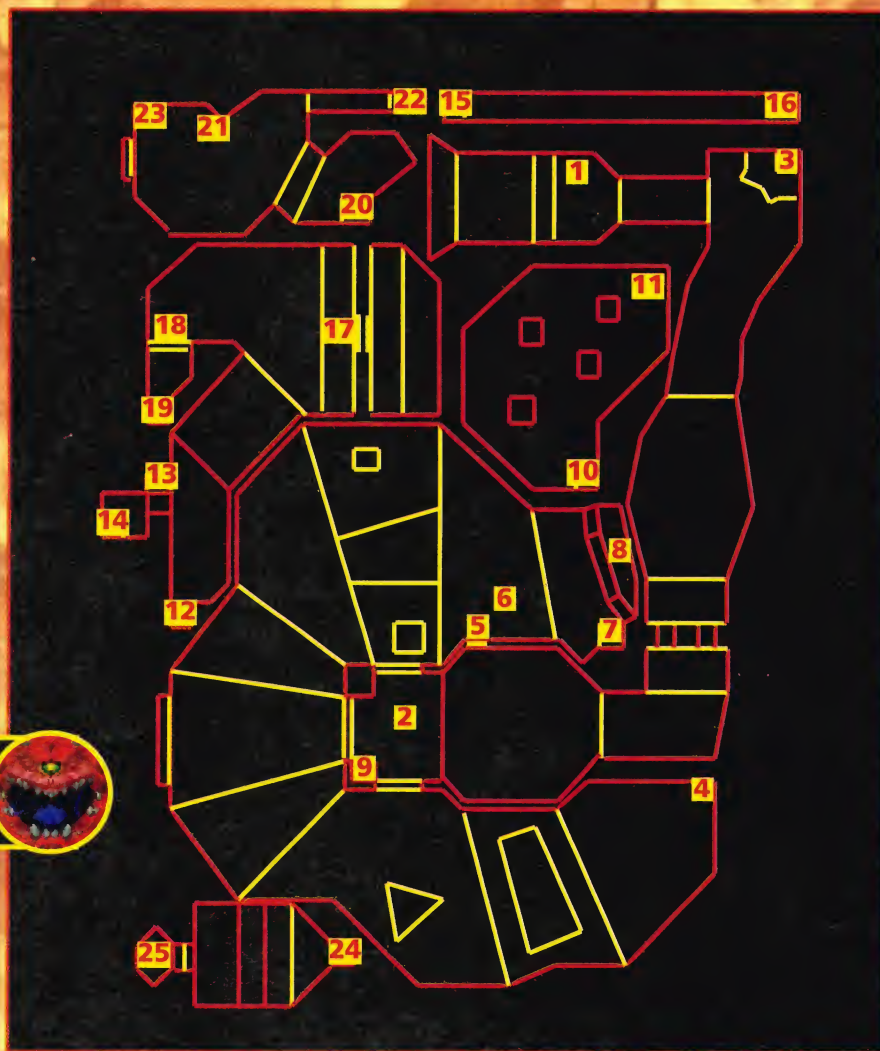
### LEVEL 1 – Deimos Anomaly



1. Start position
2. Blue key
3. Teleport to point 4
4. Teleport to point 3
5. Switch (raises 6 to open 7)
6. Switch panel
7. Teleport to point 12
8. Secret room (red key)
9. Teleport to point 10
10. Teleport to point 9
11. Plasma gun
12. Teleport to point 7
13. Skull switches

14. Teleport to point 15
15. Teleport to point 14
16. Teleport to point 14
17. Red door
18. Blue door
19. Teleport to 20

20. Teleport to 19
21. Switch
22. Switch
23. Teleport to 24
24. Teleport to 23
25. EXIT



### Level 2 – Refinery

There are two exits on this level, one of which leads to the Fortress Of Mystery.

1. Start position
2. Blur artifact
3. Berserk pack
4. Chaingun
5. Radiation suit
6. Rockets
7. False wall
8. Backpack
9. Lift room
10. Shotgun
11. Blue armour
12. Plasma gun
13. Blue key
14. False wall
15. Blue door
16. Blur artifact
17. Radiation suit
18. Soul Sphere
19. EXIT

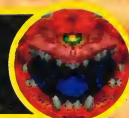




# DOOM

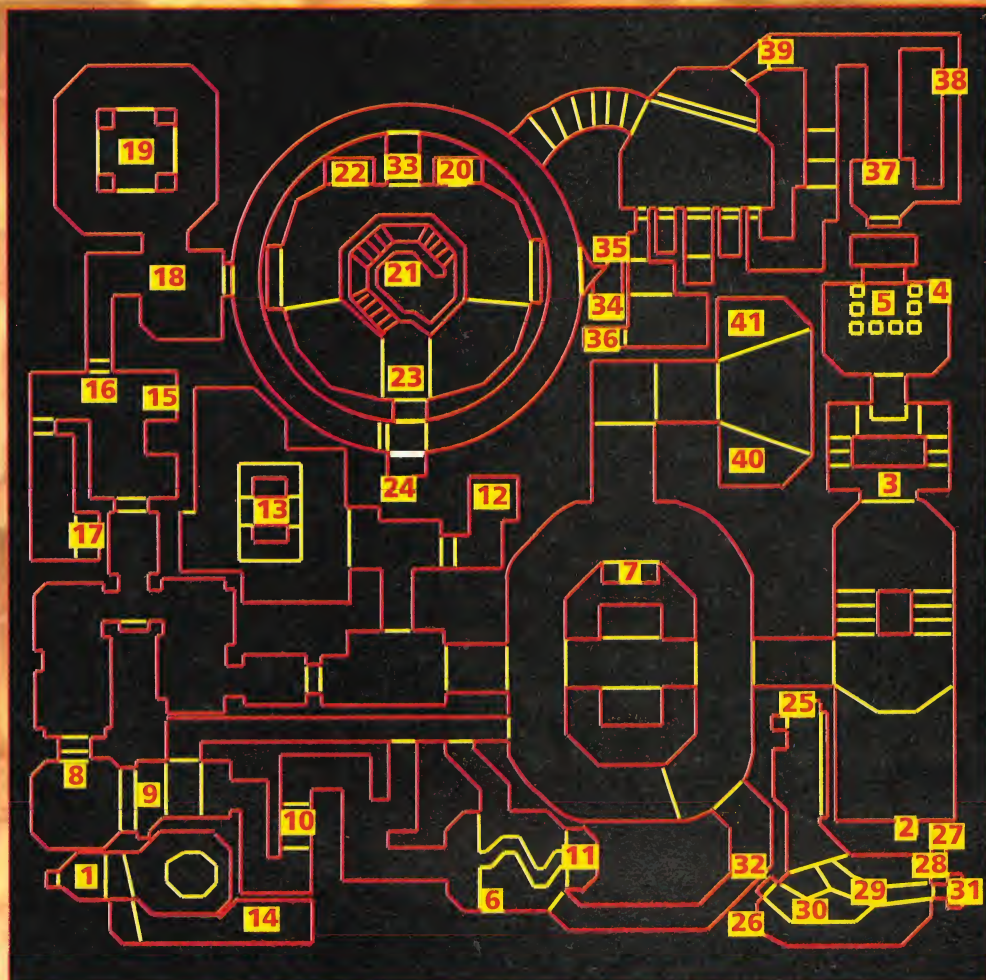
## SURVIVAL SPECIAL

### Level 3 - Deimos Lab



1. Start point
2. Teleport to 1
3. Lift

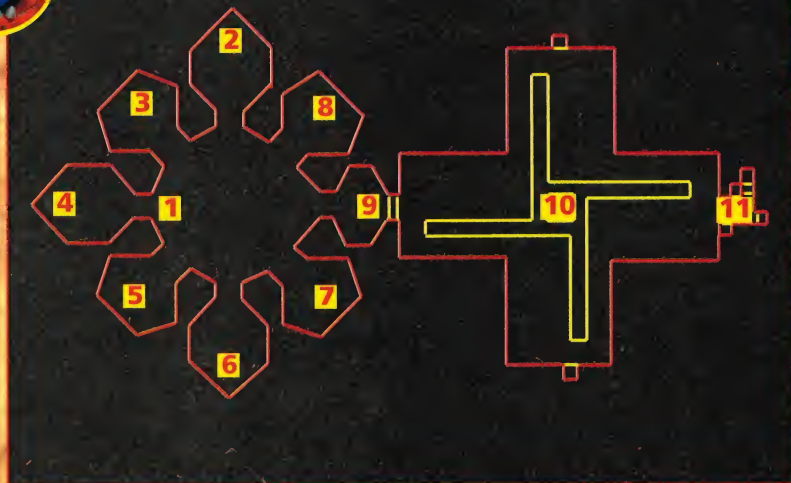
4. Skull platform
5. Computer map
6. Berserk pack
7. Blur artifact
8. Baron of hell
9. Blue key
10. Crushing ceilings
11. Radiation suit
12. Secret room
13. Crushing ceiling
14. Secret room
15. Imp swarm
16. Blue door
17. Backpack
18. Baron of hell
19. Yellow key
20. Sunken room
21. Activator light (opens 23)
22. Switch
23. Secret door
24. Teleport to 25
25. Teleport to 24
26. Teleport to 24
27. Teleport to 24
28. Switch
29. Hidden bridge
30. Hidden bridge
31. EXIT
32. Soul Sphere
33. Lift
34. Plasma gun
35. Teleport to 21
36. Blue armour
37. Crushing ceiling
38. Lost soul corridor
39. Rockets
40. Radiation suit
41. Soul sphere



### Bonus level - Fortress Of Mystery



1. Start position
2. Plasma gun
3. Chaingun
4. Backpack
5. Computer map
6. Chainsaw
7. Shotgun
8. Rocket launcher
9. Door
10. Soul Sphere
11. EXIT

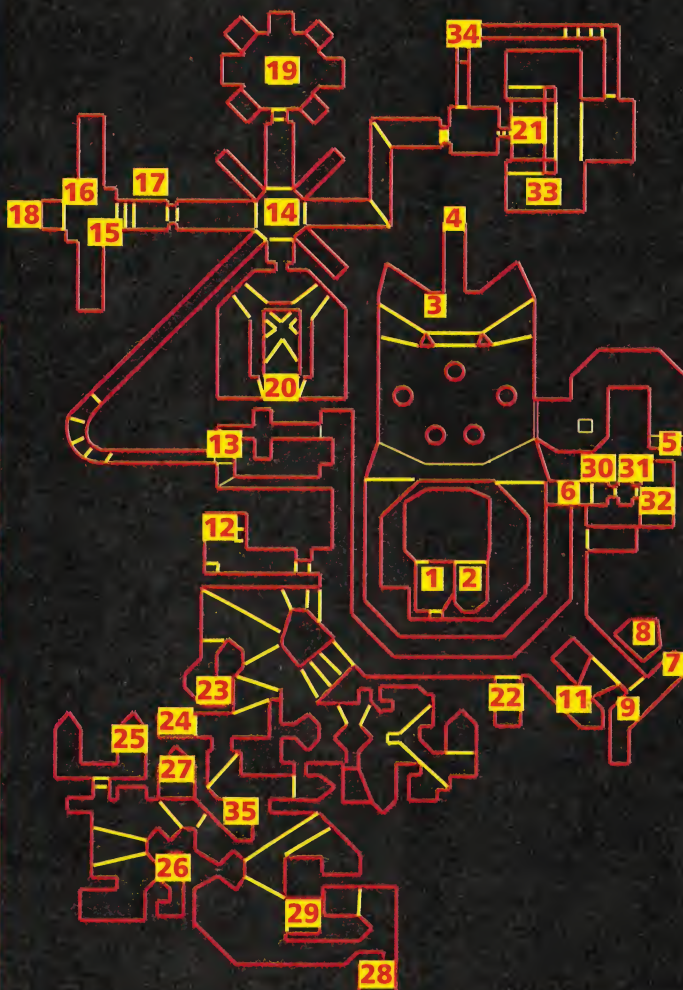




## Level 4 – Halls Of The Damned



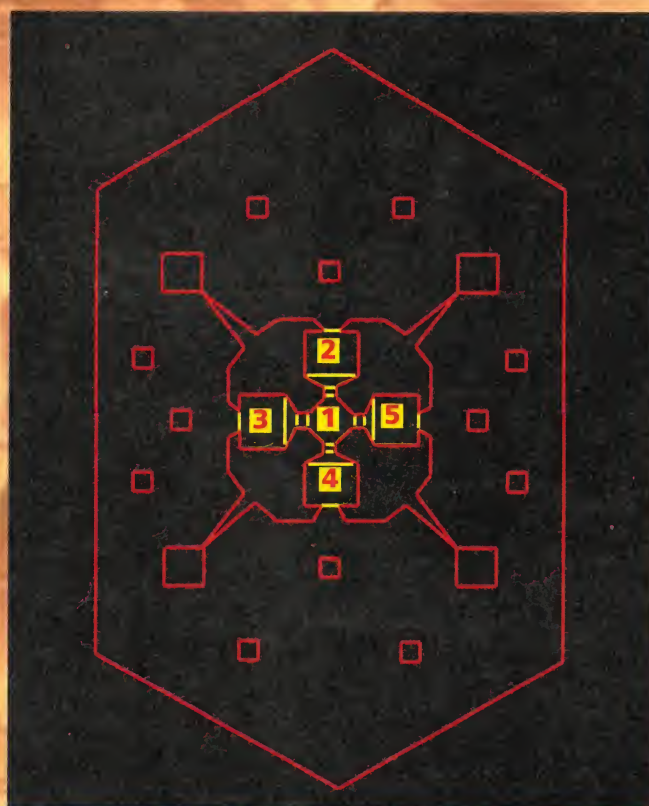
1. Start point
2. Switch (opens 1)
3. Switch
4. Berserk pack
5. Switch (opens 4)
6. Blue door
7. Blue skull key
8. Monster pen
9. Monster pen
10. Chainsaw
11. Switch
12. Light amplification visor
13. Switch
14. North hub
15. Light amplification visor
16. Chaingun
17. Crushing ceiling
18. Switch
19. Blur artifact
20. Yellow skull
21. False exit room
22. Super monster pens
23. Blue armour
24. Monster pen
25. Light amplification visor
26. Red skull key
27. Monster pen
28. Plasma gun
29. Monster pen
30. Red door
31. Yellow door
32. EXIT
33. Soul Sphere
34. Computer map
35. Door



## Level 5 – Tower Of Babel



1. Start position
2. Rocket boxes
3. Soul Sphere
4. Soul Sphere
5. Rocket launcher





# Here it is, the most comprehensive guide to games available on your SNES. The A to Zool of what's hot and what's not. Read this before you go anywhere near a games shop.

## Super NES

### Colour Coding

- Recommended games.
- New entries.

#### ACTRAISER (91%) **Iss 12**

An arcade slash-'em-up with lovely graphics and loads of atmosphere.

#### ACTRAISER 2 (87%) **Iss 26**

A hack 'n' slash, without any of that tedious RPG/God nonsense.

#### ADAMS FAMILY (70%) **Iss 8**

Good-looking and challenging arcade adventure. Unoriginal, though.

#### ADAMS FAMILY: PUGSLEY'S

#### SCAVENGER HUNT (89%) **Iss 16**

Plugging 'n' challenging platformer.

#### ADAMS FAMILY VALUES

#### (80%) **Iss 41**

Adams Family Values inspirations are glaringly obvious, but that's not a bad thing. Not a bad attempt at reproducing *Zelda*'s classic ideas and themes.

#### THE ADVENTURES OF BATMAN

#### AND ROBIN (89%) **Iss 35**

This is a fine example of what you can do with a licence if you really want to. Bar a couple of difficulty gripes, this is excellent stuff, but sixty quid?

#### BLIMEY!

#### THE ADVENTURES OF MIGHTY

#### MAX (81%) **Iss 38**

Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chapeses at Sony.

#### AERO THE ACROBAT (83%) **Iss 24**

Clever and pretty platformer, which is different enough to be good fun.

#### AGURI SUZUKI (67%) **Iss 19**

Average, but fast racing game. It's very similar to *Pole Position*.

#### ALADDIN (85%) **Iss 25**

A tad easy, but it plays, looks and sounds lush. A whole new world.

#### ALFRED CHICKEN (75%) **Iss 25**

A fun platformer which is a bit too frustrating for its own good.

#### ALIEN³ (90%) **Iss 18**

Amazing animation and tough gameplay. The best SNES film licence ever!

#### ALL AMERICAN FOOTBALL

#### (70%) **Iss 31**

A potentially great American footy game ruined by shoddy scrolling.

#### AMAZING TENNIS (33%) **Iss 15**

Ridiculously poor and completely unplayable tennis sim. A real dodo.

#### AMERICAN GLADIATORS

#### (7%) **Iss 22**

No skill required, and the controls are tragically poor. This is absolute rubbish.

#### ANOTHER WORLD (74%) **Iss 12**

Technically stunning and a potential classic, but it's far too easy.

#### AN AMERICAN TAIL (72%) **Iss 31**

Fievel goes west in a good looking formulaic cartoon-licensed plodder. Hm. Kids' stuff.

#### ARDY LIGHTFOOT (65%) **Iss 39**

The only thing that isn't average about this game is the difficulty level - it's far too hard. Otherwise it's nothing special.

#### ART OF FIGHTING (61%) **Iss 26**

Looks a bit like a Neo-Geo title, but ultimately it's too clunky and dull.

#### ASTERIX (77%) **Iss 20**

Great licence, but it's wasted on this disappointingly average platformer.

#### ASTRO GO! GO! (80%) **Iss 32**

Bonkers colours, crazy ships and fast

action illuminate an imperfect racer.

#### BALLZ (69%) **Iss 34**

An interesting novelty beat-'em-up, bolstered by (too much?) Mode 7

graphics and some humourous moves, but ultimately *Ballz* is well short of gameplay and yes, I'm afraid it does live up to its name.

#### BATMAN FOREVER (91%) **Iss 46**

A smart movie licence combining excellent film atmosphere with great gameplay.

#### BATLEMANIACS (68%) **Iss 22**

Visually brilliant, but the gameplay is the same as NES *Batfletoads*.

#### BATMAN (66%) **Iss 19**

Moody levels and a good-looking Batman don't save this one.

#### BART'S NIGHTMARE (53%) **Iss 12**

Good-looking and varied, but the gameplay's a bit too random.

#### BASSIN'S BLACK BASS (74%) **Iss 43**

A bonkers idea, but somehow it works and it gives a very realistic feeling of fishing. It's fairly easy to master though, and becomes boring after a while.

#### BATTLETOADS DOUBLE

#### DRAGON (58%) **Iss 33**

Okay for a bit of a beat-'em-up knock about, but it's not one you will want to keep going back to. Certainly not at this price, anyway mate!

#### BEAUTY AND THE BEAST (79%) **Iss 33**

Solid platform romp that looks great, sounds great, and poses a good challenge, but you can't help wondering what the punchline is?

#### BEAVIS AND BUTT-HEAD (19%) **Iss 47**

Why oh why do we have to put up with utter crud like this? Take it away please.

#### BIKER MICE FROM MARS (65%) **Iss 39**

Pretty good fun with some funky characters and smart enough looks, but lacking sufficient variety, adrenaline and depth of gameplay to make it a real winner.

#### BIOMETAL (80%) **Iss 29**

Perfectly respectable shoot-'em-up with a great soundtrack.

#### BLACKHAWKE (85%) **Iss 37**

Very similar to *Flashback* in terms of style and gameplay - the graphics are brilliant - but somehow it's a lot more fun to play. Top stuff.

#### BLUES BROTHERS (68%) **Iss 19**

This could have been a classic, but it's too unoriginal, and too blimmin' easy.

#### B.O.B. (70%) **Iss 18**

A cute and fairly appealing platformer, but it's simply not varied enough.

#### BOMBER MAN (93%) **Iss 19**

The best four-player game ever! Great value for money!

#### BOMBER MAN 3 (91%) **Iss 47**

Without even a hint of a doubt's distant cousin, undeniably the best *Bomberman* yet.

#### BOOGERMAN (74%) **Iss 41**

It's offensive and inoffensive at the same time, but it plays well enough and is a bit of a giggle, which is always a good thing.

#### BREATH OF FIRE (55%) **Iss 34**

Maybe I've been a bit harsh. It's as good as a purely stats based RPG can get. The problem is that they can never get any good, as far as I'm concerned.

#### BRETT HULL HOCKEY (79%) **Iss 25**

This is a fine attempt at an ice hockey game. Looks and sounds great.

#### BRUTAL PAWS OF FURY (79%) **Iss 37**

Loads of options and a fair amount of variety are let down by some wooden gameplay and the sickly niceness of it all.

#### BUSSY (81%) **Iss 20**

This is a very fast and pretty platformer, but it's too easy.

#### BUST-A-MOVE (95%) **Iss 44**

Utterly stupendous. All that talk about playing it until your head explodes is true. Completely addictive and 100% slick, this is one of the best puzzle games ever.

#### BUSTER BUSTS LOOSE! (87%) **Iss 18**

Neat-looking and cuddly platformer. Can't be bad.

#### CALIFORNIA GAMES II (31%) **Iss 17**

Unbelievably basic and repetitive attempt at a sports sim. Yawn!

#### CAL RIPKEN JUNIOR (65%) **Iss 28**

A fairly grotty game which is almost impossible in one-player mode.

#### CANNON FODDER (93%) **Iss 37**

An awesome shooty game that actually takes a bit of brain-power to waste each and every scumbag on the face of the planet. Less of a way of life, more like a brilliant game.

#### CAPTAIN AMERICA (31%) **Iss 23**

Diabolical-looking beat-'em-up with laughable scrolling. A real travesty.

#### CARRIER ACES (45%) **Iss 43**

Flight sims rarely work on the SNES. It looks good and the idea is great, but this is one Carrier that should be mothballed.

#### CASTLEVANIA IV (74%) **Iss 7**

A good-looking swing 'n' slice-'em-up.

It's a bit samey, but loads of fun.

#### CHAMPIONS WORLD CLASS

#### SOCCER (55%) **Iss 29**

Mediocre footy game that doesn't live up to its Ryan Giggs licence.

#### THE CHAOS ENGINE (90%) **Iss 29**

Thoroughly entertaining and well worked strategic war game.

#### CHARLES BARKLEY: SHUT UP

#### AND JAM (80%) **Iss 31**

Entertaining and playable basketball-'em-up that is unfortunately utterly overshadowed by *NBA Jam*.

#### THE CHESSMASTER (79%) **Iss 21**

If you're a chess-head you'll like this. If you're not you won't. Simple.

#### CHOPFLIFTER III (89%) **Iss 28**

Addictive classic with brilliant graphics and sizzling gameplay. Excellent.

#### CHUCK ROCK (61%) **Iss 14**

A very basic platformer. It's pretty, but the gameplay's just too simplistic.

#### CLAYFIGHTER (87%) **Iss 27**

What's this? A humorous beat-'em-up? Your next challenge, perhaps?

#### CLAY FIGHTER 2 (89%) **Iss 38**

The major difference between this and the original is a load of new characters. They're both great fun but I reckon *Judgment Clay* just edges it.

#### CLAYMATES (77%) **Iss 22**

Original platformer with great sprites, but sloppy level design.

#### CLIFFHANGER (24%) **Iss 26**

The second worst SNES game ever. Last *Action Hero* is the worst, though.

#### COOL SPOT (92%) **Iss 24**

Wonderful to look at and wonderful to play - wonderful *Cool Spot*.

#### COSMO GANG (69%) **Iss 19**

Basic-looking puzzler. Fun for two, but extremely boring for one.

#### CRAZY SPORTS (54%) **Iss 21**

A kind of *James Pond* 'sport' sim with primitive graphics and no challenge.

#### CYBERNATOR (83%) **Iss 19**

Get used to the cumbersome controls and you'll find a fab blaster here.

#### DAFFY DUCK (75%) **Iss 25**

A polished and funny platformer which is, sadly, a bit limited.

#### DARIUS TWIN (62%) **Iss 14**

This shooter is action-packed, but it can get seriously repetitive, too.

#### THE DEATH AND RETURN OF

#### SUPERMAN (79%) **Iss 37**

We've seen all of this before and lots of times. *Superman*'s a well executed example of it, but a couple of years too late.

#### DEMOLITION MAN (75%) **Iss 46**

There are so many better alternatives it's hard to recommend this. A couple of years ago this would have been great but now it just doesn't compete.

#### DEMON'S CREST (82%) **Iss 40**

Strange game that seems a little dated but provides entertainment in abundance. Good players will finish it with ease, but it's still a slick adventure.

#### DENNIS (65%) **Iss 24**

Platform game which looks good, but just doesn't play well enough.

#### DESERT FIGHTER (71%) **Iss 28**

A dodgy shoot-'em-up, hidden behind mock sophistication.

#### DESERT STRIKE (88%) **Iss 13**

An excellent blaster with a great mix of shooting and strategy.

#### DEVIL'S COURSE (43%) **Iss 22**

A giant crazy-golf game which is too hard and uncontrollable to be fun.

#### DINO DINI SOCCER (60%) **Iss 37**

After the first two *Dino* games, this one is a disappointment. A good package all-round, but simply not much fun to play.

#### DINOSAURS (55%) **Iss 11**

Big, pretty and playable. It's all extremely standard stuff, though.

#### D-FORCE (67%) **Iss 10**

This vertical scroller looks basic, but it might keep you amused for a while.

#### DIRT RACER FX (30%) **Iss 41**

*Dirty Racer* stinks like decaying flesh left out on the lawn in a heat wave. If Elite want a quote for their advertising campaign here it is: what a load of toilet.

#### DRACULA (46%) **Iss 22**

Primitive graphics and uneventful gameplay. A wasted licence.

#### DOOM (93%) **Iss 46**

Gut-wrenchingly, spleen-splittingly, gore-spreadingly, gun-tottingly, arse-poppingly, GREAT! Get it for your gran.

#### DRAGON (91%) **Iss 31**

The story of the film of the bloke who was exceptionally good at hitting and kicking people. A massively entertaining and playable beat-'em-up.

#### DRAGON'S LAIR (93%) **Iss 10**

Probably the most tortuous and atmospheric game you'll ever play!

#### EARTHBOUND (85%) **Iss 45**

No innovation and it looks a dozen years old, but getting a popular writer to construct a rock-solid story was a stroke of genius.

#### EQUINOX (91%) **Iss 29**

Brilliant and beautiful Mode 7 platform adventure.

#### EARTHWORM JIM (95%) **Iss 35**

Must I really say it all again? This is stunning. It breaks all the rules to splendid effect and basically sets a

bit of a standard in platform quality.

#### Top stuff.

#### EXCITE STAGE 95 (75%) **Iss 44**

Nothing unexpected here. It was fun for a while but I think this is only a safe bet for real fanatics who have to own every soccer game out there.

#### EYE OF THE BEHOLDER (73%) **Iss 32**

Not the best, but certainly one of the better dungeons and dragons RPG adventures. Point 'n' click.

#### F1 CIRCUS (64%) **Iss 10**

Loads and loads of options, but the viewpoint is confusing.

#### F1 EXHAUST HEAT (59%) **Iss 12**

Nice Mode 7 racetracks but the gameplay is a complete non-starter.

#### F1 POLE POSITION (84%) **Iss 22**

The emphasis is on realism rather than playability, but it's still very nice.

#### FAMILY DOG (47%) **Iss 20**

A real dog of a game. Walk away slowly, and don't look back.

#### FATAL FURY 2 (78%) **Iss 26**

This is a better than average beat-'em-up, but *Turbo* still reigns supreme.

#### FEVER PITCH SOCCER (85%) **Iss 42**

It might lack the realism of *ISS*, but as an alternative it's...ast, furious footy, and full of fouls. And it's fun.

#### FIFA INTERNATIONALSOCCER

#### (90%) **Iss 30**

One of the best footy games around. Great control, masses of options and banging animation.

#### FIFA '96 (89%) **Iss 47**

No real improvement on the last version and while that was groundbreaking, this isn't. The improvements should have been greater.

#### FIGHTER'S HISTORY (79%) **Iss 32**

An almost perfect *Street Fighter* clone, but let down by some disappointing gameplay flaws.

#### THE FIREMEN (87%) **Iss 40**

This innovative top-down squirt-'em-up is tough and great fun to play but not nearly big enough. Well worth considering though.

#### FIRST SAMURAI (80%) **Iss 21**

A good, solid platformer with lots of action. Stands out from the crowd.

#### FLASHBACK (85%) **Iss 25**

Brilliant platform adventure which looks and sounds really special.

#### FLINTSTONES (70%) **Iss 31**

Great looking cave cartoon romp with funky tunes. A bit easy and very basic. Good for kids and big kids alike.

#### FOREMAN FOR REAL (65%) **Iss 47**

Sort of adequate in every way but nothing more. Boxing games need to be very special to work at all so unless you're an out and out boxing freak forget it.

#### F-ZERO (91%) **Iss 5**

This burn-up really has to be seen to be believed! Heart-pumping stuff.

#### FULL THROTTLE (49%) **Iss 42**

This look like an NES game but plays like a *Game and Watch*. Too slow, not enough variety and a stupid idea.

#### SHAME THAT.

#### FUN'N'GAMES (78%) **Iss 33**

A varied package containing chirpy, cheery fun for the preschool and early infant generation. Should put smiles on faces. Parents' face, that is.

#### GODS (80%) **Iss 15**

A great-looking title, with a nice balance of killing and puzzles.

#### GOLDEN FIGHTER (34%) **Iss 20**

A third-rate beat-'em-up with bad animation and naff characters.

#### GOOF TROOP (63%) **Iss 23**

*Zelda*-esque puzzler which is a bit simplistic, but fun with two players.

#### GP 1 (60%) **Iss 22**

Okay, but it doesn't capture the thrills of real high-speed racing.

#### HAGANE (86%)



Excellent graphics but dull gameplay – even with two players.

**NBA JAM (86%)** *Iss 27*

The best basketball sim around. Up to four players and lush graphics.

**NBA LIVE '95 (72%)** *Iss 37*

A few tweaks, a bit of repackaging, but it's just *NBA Showdown* all over again. Oh alright, it's a bit better, but it's hardly worth it.

**NBA LIVE '96 (77%)** *Iss 47*

A top example of a sturdy, solid game, but one that suffers from being done entirely by the book.

**NBA SHOWDOWN (50%)** *Iss 27*

Tedious, awkward and sluggish re-jig of *Bulls Vs Blazers*. No, no, no! **NFL FOOTBALL (17%)** *Iss 26*

The worst American football game yet. What is going on?

**NFL QUARTERBACK CLUB (90%)**

*Iss 39*

*NHLQC* is better than *Madden* in a it of ways. *Madden* looks better but this is more testing and varied.

**NHL'95 (92%)** *Iss 37*

Plenty of minor improvements over *NHL '94* make this a fine game, but be warned, it really is the same old thing.

**NHL'96 (92%)** *Iss 47*

As ever this is a must if you don't own an ice hockey title, but no real advance on old versions of *NHL*.

**NHLPA HOCKEY '94 (91%)** *Iss 27*

The best hockey sim around. It even has a five-player option.

**NHLPA ICE HOCKEY (91%)** *Iss 14*

A realistic and highly playable ice hockey sim. Very nice.

**NIGEL MANSELL (71%)** *Iss 22*

Very good in most respects, but there's no two-player game.

**NOSEFERATU (70%)** *Iss 40*

A smart looking and fairly testing game that should be enthralling but falls distinctly on the side of disappointment and tedium.

**OBELIX (73%)** *Iss 45*

It's like playing one of the books. The attention to detail on the graphics is brilliant. It's just a pity that it was all wasted by the lack of moves.

**OPERATION STARFISH (79%)**

*Iss 41*

It's bigger than most platformers, and although eligible for a bus pass and meals on wheels, its heart in the right place.

**OTHELLO WORLD (45%)** *Iss 22*

Face it, classic board-games just don't work on consoles.

**OUT TO LUNCH (71%)** *Iss 23*

Cute and addictive platformer which is too unoriginal and uncontrollable.

**PAPERBOY 2 (32%)** *Iss 10*

Unbelievable. Almost as bad as doing the real thing.

**PAC ATTACK (60%)** *Iss 30*

Fantastically addictive, professional-looking but absolutely pointless.

**PAC IN TIME (82%)** *Iss 39*

Refreshingly different and surprisingly, very jolly. *Pac In Time* is a top platformer and about a hundred billion times better than that original *Pac-Man* hack.

**PAC-MAN (60%)** *Iss 30*

Eat the dots on all, erm, one level, and it's addictive. Honest.

**THE PAGEMASTER (71%)** *Iss 38*

Slickly produced and everything. But honestly, it's the same old formula rehashed for the hundredth time. And it quickly gets pretty darn repetitive.

**PARODIUS (87%)** *Iss 9*

A fun shoot-'em-up with plenty to get your teeth into. Too easy, though.

**PGA TOUR GOLF (69%)** *Iss 11*

A nice user-friendly golf sim, with a simple layout and easy-to-use menu.

**PHALANX (59%)** *Iss 13*

A horizontally scrolling shooter with all the biz. The action's patchy, though.

**PILOTWINGS (91%)** *Iss 11*

Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!

**PINBALL DREAMS (76%)** *Iss 28*

A big game on other formats, which doesn't make the grade on the SNES.

**PINBALL FANTASIES (65%)**

*Iss 37*

Should be a great pinball experience, but somehow turned from amazing Amiga game to sad SNES title. What went wrong?

**PINK PANTHER (65%)** *Iss 29*

Predictable cartoon platformer.

**PLAYER MANAGER (60%)** *Iss 22*

One of the more playable games of its type, but it's still for fanatics only.

**PLOKI (80%)** *Iss 24*

A game with that elusive feel-good factor. Looks, sounds and plays great.

**POCKY & ROCKY 2 (79%)** *Iss 40*

Fiercely tough at the end, but pitifully easy for the most part. It's a great blast and a little bit different, but the crap difficulty curve spoils it somewhat.

**POOL (82%)** *Iss 23*

Good ball movement and a smart two-player mode. Boring for loners, though.

**POP 'N' TWINBEE (78%)** *Iss 20*

Cute, top-down, scrolling shoot-'em-up. It's a lot of fun, but won't last long.

**POP 'N' TWINBEE 2 (90%)** *Iss 27*

Smart platform extravaganza which stands out from the crowd.

**POPULOUS (61%)** *Iss 12*

A good conversion of the old god-game, but the novelty's worn off now.

**POPULOUS 2 (83%)** *Iss 32*

Bigger and better. Mousery smiles with a long life.

**POWER ATHLETE (28%)** *Iss 14*

Another *SFII* rip-off, and it's a pile of cack. The graphics are appalling.

**POWER MIXTURE (80%)** *Iss 37*

A strange mixture of frustration, repetition and sheer addiction.

And exciting and hefty (if somewhat flawed) challenge.

**POWERMONGER (70%)** *Iss 19*

Huge god-game which takes a while to get into, but is mildly addictive.

**PRINCE OF PERSIA (84%)** *Iss 9*

Very tough arcade puzzler. Lovely graphics and stunning animation.

**PREHISTORIC MAN (43%)** *Iss 44*

A great platformer to play, and in the same finishing a game in the year

afternoon you forked out 40 quid for it then you'll love it. But no one's that stupid are they?

**PRIMAL RAGE (75%)** *Iss 46*

Well, good enough, I suppose. But certainly not special enough to shove the current favourites out of the race.

**PUSHOVER (68%)** *Iss 13*

Tricky arcade puzzler, but not as arcadey or as puzzley as it should be.

**PUTTY SQUAD (90%)** *Iss 42*

An imaginative and atmospheric strategic platformer. It'll make you laugh, it'll make you rant, it'll make you drop your underpants. Get it. It's different!

**R-TYPE III (88%)** *Iss 26*

Bit small, but a vast improvement over the other *R-Types*. Lush graphics.

**RACE DRIVEN (17%)** *Iss 12*

Probably the worst Super NES driving game ever. Pathetically slow graphics.

**RAMPARTS (68%)** *Iss 20*

This mixture of two game styles – *Tetris* and a war game – is far too easy.

**RANMA (66%)** *Iss 25*

A nifty, best-of-three-rounds beat-'em-up which wins no prizes for originality.

**RANMA 1/2 PART 2 (68%)** *Iss 16*

This is almost the same as the original, but with a few added frills.

**REN AND STIMPY (24%)** *Iss 23*

Cartoon-perfect graphics, but an almost complete lack of gameplay.

**THE REN AND STIMPY SHOW (59%)**

*Iss 35*

If you're a big fan of the cartoon, *Time Warp* may just about keep you mildly amused. If not, avoid this tedious cart.

**RISE OF THE ROBOTS (72%)**

*Iss 37*

Fairly entertaining for a while, darn good looking but a bit shallow. It won't last all that long and sadly doesn't live up to the hype. Come to think of it, it's a bit like some of the lasses our Johnny knocks about him.

**RIVAL TURF (70%)** *Iss 9*

Good, two-player stroll'n'beat-'em-up with high-speed gameplay.

**ROBOCOP 3 (37%)** *Iss 12*

A major disappointment. Poor graphics and non-existent gameplay.

**ROBOCOP VS THE TERMINATOR (59%)**

*Iss 24*

Ropey platform shoot-'em-up. Avoid this game!

**THE ROCKETEER (28%)** *Iss 7*

Impressive to look at, but the game-play's really dull. Pointless.

**ROCKY ROBERT (68%)** *Iss 22*

All the makings of a fine platformer, but it's not very original.

**RPM RACING (46%)** *Iss 9*

More of a tourer than a racer – it's far too slow to get the blood rushing.

**RUN SABER (60%)** *Iss 21*

This certainly has the looks, but it's dead simple to finish. Pity.

**RUSHING BEAT RUN (53%)** *Iss 21*

Double *DragonFlight* rip-off which is just too darn boring.

**SEAQUEST DSV (83%)** *Iss 39*

The TV series aspired to be an underwater *Star Trek* and the game

desperately wants to be *Desert Strike*. Both have made valiant attempts but fallen sadly short.

**SECRET OF MANA (90%)** *Iss 26*

Almost as good as *Zelda*, which is no mean feat. Staggering graphics.

**SENSIBLE SOCCER (94%)** *Iss 25*

An almost unbeatable footy sim with excellent controls and features galore.

**SEPTENTRION (80%)** *Iss 21*

Fab arcade adventure with lovely graphics. (Jap instructions, though.)

**SHADOWRUN (81%)** *Iss 21*

Big, moody and violent RPG with intriguing plot and complex puzzles.

**SHANGHAI 2 (49%)** *Iss 26*

It's all right, but it's not nearly as good as the real thing.

**SIDE POCKET (89%)** *Iss 29*

Surprisingly playable pool sim.

**SINK OR SWIM (72%)** *Iss 40*

A thoroughly ugly dame, with all the aesthetic appeal of a cowpat. But look beneath the surface and you'll find some entertaining gameplay.

**SKÜLJAGGER (61%)** *Iss 13*

Bland scenery, basic animation and bog-standard action. Lacklustre stuff.

**SKYBLAZER (92%)** *Iss 27*

Dazzling platform beat-'em-up, packed with variety and action.

**SIM CITY (94%)** *Iss 7*

Possibly the best-value game ever! A simple concept, but a huge game.

**SMASH TENNIS (94%)** *Iss 31*

A stonking and understandably popular tennis sim. The only real alternative to *Smash Tennis*.

**THE SMURFS (87%)** *Iss 34*

Beautiful graphics combined with surprisingly intelligent gameplay and a certain je ne sais quoi make *The Smurfs* a must-have for all you platform junkies.

**SOCCER (88%)** *Iss 39*

It's joining an over flowing footy game pool but *ISS* deserves mid-table respectability at the very least-it's pushing towards the top of the table.

**SOCCER KID (64%)** *Iss 28*

Awful controls, frustrating gameplay and very little lasting appeal.

**SOUL BLAZER (89%)** *Iss 12*

Similar to *Zelda*, and almost as good. Huge, atmospheric and pretty.

**SOS (81%)** *Iss 32*

Topsy-turvy platform adventures on a sinking ship. Good stuff.

**SPACE ACE (55%)** *Iss 27*

Poorly designed, but very pretty platformer. Horrendous gameplay, though.

**SPANKY'S QUEST (54%)** *Iss 12*

An okay platformer, but it's hardly worth the price tag.

**SPARKSTER (84%)** *Iss 35*

Konami come up trumps again with this high-octane, blast-tastic, fun platformer that's only fawed by those pesky passwords.

**SPECTRE (81%)** *Iss 30*

A beautiful retro tanky shooty classic.

**SPEED RACER (66%)** *Iss 31*

A racing/platform combination à la *Batman Returns*, based on the classic cartoon. Neither sections match up to the image, though.

**SPIDER-MAN AND THE X-MEN (67%)** *Iss 13*

Very average Marvel action. The comics are more fun.

**SPIDERMAN (53%)** *Iss 41*

Quite why there's never been a decent comic book game is beyond me. Anyway, this one's not gong to change anything. Bland.

**SPINZDIZZY WORLDS (91%)** *Iss 14*

A wonderful, puzzley arcade game with bags of variety.

**STANLEY CUP (53%)** *Iss 27*

Impressive Mode 7 ice rink which makes this hockey game unplayable.

**STARGATE (78%)** *Iss 40*

In six months the film and the game will be forgotten but this *SNES* offering will give you a few days of good solid blasting.

**STAR TREK: FUTURE'S PAST (72%)** *Iss 44*

It has all the options you'd expect from a top-notch PC game but suffers from being slow and a bit tiresome.

**STARWING (96%)** *Iss 16*

Also called *Starfox*, this *FX*-chip game is the best shoot-'em-up ever!

**STREET FIGHTER I (94%)** *Iss 8*

Sound, graphics and gameplay in perfect harmony!

**STREET FIGHTER 2 (97%)** *Iss 32*

One of, if not the most enjoyable games ever made. It is utterly stunning in every respect, and is a real improvement all round on *SFII* and *Street Fighter Turbo*.

**STREET FIGHTER II TURBO (86%)** *Iss 21*

This is unmissable. There'll never be a better beat-'em-up!

**STRIKE GUNNER (51%)** *Iss 12*

A scrolling shooter with nice-looking ships, but tedious gameplay.

**STRICKER (94%)** *Iss 20*

Simply the best footy game available for the Super NES at the moment.

**STUNT RACE FX (94%)** *Iss 32*

Stupidly good driving game with great vehicles whose eyes bulge. Makes *Virtua Racing* look like a Sunday drivers' convention.

**SUMO (34%)** *Iss 20*

The fights are too complex, as are the Japanese instructions.

**SUNSET RIDERS (78%)** *Iss 23*

A simple blaster with some nice touches, but not enough variety.

**SUPER ADV. ISLAND (40%)** *Iss 11*

The soundtrack's pretty groovy, but the game itself is crap.

**SUPER ADVENTURE ISLAND 2 (80%)** *Iss 33*

One of those games that is both simple and complicated, and it's payable and addictive into the bargain...I dare you not to enjoy it!

Now there's a challenge.

**SUPER AIR DIVER (49%)** *Iss 22*

Fast and good-looking, but the game-play is highly repetitive.

**SUPER ALESTE (85%)** *Iss 12*

If it's vertically-scrolling shooters you're after, this is the business!

**SUPER BATTER UP (49%)** *Iss 18*

Cack-looking, uncontrollable and stupidly tough baseball sim.

**SUPER BATTLETANK (50%)** *Iss 14*

This is like *Desert Strike*, but with tanks. And it's very tedious.

**SUPER BATTLETANK 2 (70%)**

*Iss 33*

An entertaining variation on a classic theme-somehow lacks the simple

gameplay appeal of *Battlezone*, and fails to create the atmosphere of, say, *Jungle Strike*.

**SUPER BC KID (85%)** *Iss 38*

It's simple and odd, but effective and wonderful fun too. The little BC Kid's got every right to be bigheaded. He's in a really neat game!

**SUPER BIRDIE RUSH (48%)** *Iss 21*

Not techy enough for a golf sim and too slow for an arcade golfer.

**SUPER BIRKURI MAN (24%)** *Iss 19*

A laughably dreadful *SFII* rip-off with no variety and no fun.

**SUPER BOMBER MAN 2 (94%)**

*Iss 35*

An all-round slight improvement on an already brilliant game. Playable and addictive beyond belief; *Super Bomberman 2* is, quite simply, it.

**SUPER BUSTER BROS (57%)** *Iss 14*

A Pang conversion with no two-player mode. It doesn't really work.

**SUPER DOUBLE DRAGON (61%)** *Iss 12*

Decent graphics, but no challenge.

**SUPER CONFLICT (69%)** *Iss 18*

A strategy game which is simple and limited but still fairly compelling.

**SUPER EMPIRE STRIKES BACK (79%)** *Iss 24*



# Reader Ads

**Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...**

## Sales

● Jaguar for sale includes *Cybermorph*, *Theme Park* and *Aliens vs Predator*. Unwanted gift, superb condition, guarantee valid. All boxed with instructions and original leaflets. Worth £325 will sell for £200 ono.

**Tel: (01442) 399363**

● I will swap *Street Fighter II Turbo* with instructions for £15. Phone after 4pm.

**Tel: (0181) 892 8488**

● 13 SNES games for sale, including *Prince Of Persia* and *Mario All Stars* with Uni Adaptor, also Scope £7-25 each. If you buy all of them for £170 ono (new value £420) and I'll throw in *Mario Kart*. Also for sale two control pads, one with turbo and auto-fire – £5 each.

**Tel: (01925) 756644**

● NES – 11 games, two control pads, light gun, game genie. Games boxed and in good condition £60. Various mags 50p each.

**Tel: (01480) 831001**

● Super NES for sale: *Unirally*, *Striker World Cup* and *NBA Jam* for £120 ono.

**Tel: (01636) 814403**

● SNES games for sale *Alien 3* and *Desert Strike*. Both games boxed with instructions.

**Tel: (01934) 822147**

● Super NES with 10 games and two controllers. Phone Justin after 6pm.

**Tel: (01747) 871362**

● Nintendo NES for sale plus 23 games and extras £200.

**Tel: (01509) 814996**

● For sale! Almost every single issue of *TOTAL!* Will sell together or separate.

**Tel: (01274) 832670**

● Nintendo system with games, two control pads and lazer gun. Sell for £60.

**Tel: (01509) 264479**

● Assortment of 25 different games mags, US and UK. Approx

119 mags. £100 ono vgc. Call between 4-6pm.

**Tel: (01243) 371515**

● UK SNES, two joypads, games including *DKC*, *Secret Of Mana*, *Starwing* and *Zeda III* – £150 ono. Also *Secret Of Mana* guide – £6. Call between 4-6pm.

**Tel: (01243) 371515**

### ● GAMES! GAMES! GAMES!

All over 85% in *TOTAL!* US games – *Stunt Race FX*, *Turtles IV*, *Zelda III*, *Contra III*. UK SNES games – *Mario All Stars*, *Mario Kart*, *Sim City*, *Smash TV*, *Top Gear II*, *Super Aleste*, *World Cup USA*, *Equinox*, *Pop'n'Twinbee 2*, *Starwing*, *DKC*, *SMW*, *Street Fighter*.

Game Boy – *Probotector*, *DK '94*, *Zelda*, *Tetris*, *F1 Race* with four-player adaptor, *Wario Land*, *SML*, *Solar Striker* and many others. Action Replay and 10 NES games. Also PC games and Super Game Boy. Price negotiable. Call Dan after 5pm.

**Tel: (0181) 208 3725**

● SNES sale: *DKC* £26, *Street Racer* £21, *Flashback* £20, *Super Bomberman* £17, *MK1*, *Super Ghouls'n'Ghosts*, *Pilotwings* £10, *Clayfighter* (US) with converter £15, *Smash Tennis* £16 and more.

**Tel: (01604) 409233**

● Boxed, American SNES, two joypads, nine top games. Only import machines run frames full screen and faster, uses TV's SCART socket. All in excellent condition. £250 ono. Ask for John after 6pm.

**Tel: (01232) 792368**

● SNES with 10 games including *SFII Turbo*, *DKC*, *FIFA Soccer*, *Super Mario Kart*, *NBA Jam*, *Sim City*, two joypads. Worth £350

will sell for £150.

**Tel: (0171) 485 7076**

● UK SNES, two adaptors and 12 games (boxed) £220 or will sell separately. Also *TOTAL!* and *Super Play* magazines for sale.

**Tel: (01778) 815236**

● Sega Mega Drive, three control pads, 20 games in vgc plus *Menacer Gun* with a further six games – £180 ono. US games *Chrono Trigger* £30, *Demon's Crest* £15, *YS3* £10, *GODS* £10.

**Tel: (01287) 634857**

● NES with two pads, Game Genie, carry cases and 30 games – all boxed with instructions for £265 ono (inc p&p). Will split if necessary. Also *TOTAL!* issues 1 and others. Prices vary from £3-£10.

**Tel: (0171) 251 4196**

● Mostly in vgc – Mega Drive games. *Golden Axe* and *Super Wrestle Mania* – £15 each or £28 for both. Both are boxed with instructions. Prices include p&p.

**Tel: (0171) 251 4196**

● SNES: seven games including *EWJ*, *Zombies*, *Starwing*, two joypads and US adaptor £170 ono. Also Amiga A500+ £120 ono. Ask for Don.

**Tel: (0131) 441 2518**

● SNES with two controls and 15 SNES games, *Mario Kart*, *Lemmings*, *Cool Spot*, *Earthworm Jim*, *Starwing*, *Sim City*, *Jurassic Park*, *SFII Turbo*, *Desert Strike*, *Magical Quest*, *Dragon's Lair*, *Star Wars*, *Lost Vikings*, *Super Mario World*, *Zelda III* – £350.

**Tel: (01443) 673388**

● UK SNES plus 19 games, Universal Adaptor, A/U lead – £235 or swap for UK PlayStation. Ask for James.

**Tel: (01902) 744763**

● (US) SNES plus 20 games worth £660 will offer £300 ono. Games include, *DKC*, *Zelda*, English adaptor and Super Game Boy. Phone for details.

**Tel: (01284) 789319**

● SNES games: *Drakken* – £12, *Shadowrun* – £20, *FIFA* – £20 and control pad for right- or left-handed players – £15 and NES

Lazer Scope (voice activated light gun) – £15 and various SNES magazines.

**Tel: (01633) 858247**

● UK SNES, two joypads, 15 games (*SMB*, *All Stars*, *Zelda*, *Starwing*) Super Scope – all boxed as new – £220.

**Tel: (01782) 215259**

● For sale: Atari ST, joystick, 41 games (all boxed) in good condition – £150.

**Tel: (0171) 473 6443**

● SNES games: (UK) – *Blackhawk* £15, *Spindizzy* £7.50, *SGB* £15, *Virtual Soccer* £15. US – *Drakken* £8. GB with case, *Wario*, Action Replay, *Probotector*, mains adaptor and others. Please ring for details.

**Tel: (0121) 353 7370**

### ● FOR SALE

Two control pads, 15 games (all boxed) includes *Starwing*, *Earthworm Jim*, *DK Country*. All mint condition £160.

**Tel: (0181) 473 6443**

● SNES games: *Starwing*, *Mech Warrior*, £10 each. *Sim City* £8, *Super Metroid* £10. Will swap for any game over 85%.

**Tel: (01788) 567324**

● Sega Game Gear, TV tuner, six good games, carry case, mains adaptor – £150 ono.

**Tel: (01252) 24005**

● For sale: UK SNES with two controllers, UK Mega Drive with two controller and a carry case, both boxed with instructions each with a game – £65 each. Also games for sale: *Super Mario World*, *Super Tennis*, *Super Bomberman*, *NBA Jam TE* and *Super Street Fighter II* (plus free US adaptor) for the SNES. *Sonic 1* and *2*, *Taz Mania*, *Green Dog*, *Aladdin*, *Streets Of Rage* and *Tiny Toons* for the Mega Drive. All games £20 each (*Super Street Fighter II* £25). Phone James.

**Tel: (01795) 843572**

● SNES and eight games plus US adaptor, Multitap, Action Replay, Super Scope, four control pads –



£150 the lot.

**Tel: (01736) 61700**

● NES, two controllers. Game Genie, 19 games including *Micro Machines*, *Mega Man 4*, *Probotector II* – all for £100.

**Tel: (0181) 399 6016**

● I'm selling TOTAL! issue 1 for £50 or nearest offer. Maidstone area only.

**Tel: (01732) 810469**

#### ● FOR SALE

**Super NES for sale. This SNES has been converted to play English, Japanese and US games without adaptor. Includes one joypad with an extender lead, a Turbo Touch 360 pad, a Quickshot joystick, an Action Replay with four games. Worth over £750, will sell for £450. Offers welcome. Also over 50 games for sale – going cheap! Ask for Andrew and phone after 4pm.**

**Tel: (0181) 949 6047**

● SNES games – *Secret Of Mana*, *Illusion Of Gaia* (US), *Lion King* (£25 each), *Final Fantasy 3* (US) £35, *Axelay* (US), *Actraiser* (£15 each), *Dungeon Master* (£12), *Super Metroid* (£20). All boxed with instructions.

**Tel: (01932) 787598**

● Atari 520 for sale plus 200 games including *Premier Manager* 1. Phone Ben.

**Tel: (01384) 221 301**

● *Mario All Stars* and *Starwing* for sale. £20-25. (UK games). Boxed with instructions. Also *Pipe Dreams* (GB) £5. Phone Bob now! SNES bargains! Nine games including *DKC*, *Stunt Race FX*. Worth £390+ will sell for £190 or single games £5-35. Manga and anime vids and posters eg *SFII* – TV series and *Dragon Ball Z*. Offers.

**Tel: (0181) 462 6838**

● TAKE ME AWAY! I'M SELLING SNES games, SNES Action Replay, Game Boys, Game Boy games, controllers and tapes AND LOTS LOTS MORE!

**Tel: (01494) 673865**

## Swaps

● I would like to swap MK1, *Clayfighter*, *SFII* or *Jurassic park* for *Super GB Mario Kart*, *Stunt Race FX* or any other good game.

**Tel: (01693) 65403**

● Will swap my SNES *Ekk The Cat* or *Krusty's Fun House* for your *Tazmania*, *Goof Troop* or *Batman*

Returns for: *Spankey's Quest* or *Tazmania* for *Game Boy Gallery*, *Trax* or *Adventure Isle 2*, *DK '94* for *Mario Land 2* or *Darkwing Duck*. I live near London. I am open to other swap ideas.

**Tel: (0181) 868 4144**

● I will swap *Jurassic Park* or *Mario World* for *Action Replay 1* or *2*. Ask for John.

**Tel: (01592) 720086**

● My *Street Racer*, *Pilotwings* and *NPHLA Hockey '93* for your *Donkey Kong Country* and other 85%+ games. Will swap two of mine for *DKC*.

**Tel: (01203) 302043**

● I would like to swap *Jurassic Park* with booklet for *FIFA Soccer* or *S Punch Out!!*. Ask for Craig.

**Tel: (01501) 742072**

● SNES games for swap. *Lemmings 2* and *SFII* for *WWF Raw* or *Super Star Wars*. Or will sell for £25 each. Plus Mega Drive for sale £50 with four games.

**Tel: (01554) 821193**

● Super Nintendo player game exchange now operating. Large selection, top titles.

**Tel: (01707) 268285**

● Will swap *Lawnmower Man* or *Lemmings* for your *Turtles In Time* (UK). Ask for Lee.

**Tel: (01423) 888943**

● *Super Adventure Island*, *Battletoads*, *Total Carnage* for any good UK SNES games.

**Tel: (0113) 2558235**

● GB I will swap *Krusty's Fun House*, *Bionic Commando* and *Ultima Runes Of Virtue* for *Star Wars* or *T2* arcade game. Three for one.

**Tel: (01559) 384977**

● I will swap *Mortal Kombat II*, *Street Fighter II Turbo*, *Maximun Carnage* (boxed with instructions) for *Secret Of Mana* (boxed with instructions). Ask for Oliver.

**Tel: (01579) 383419**

● I will swap my GB with case, headphones, three games, instructions for two games, game cases and link lead for game gear for three/four games. Good condition. Ask for Wesley.

**Tel: (01625) 420163**

## Wanted

● Wanted: Issues 4 and 7 of TOTAL! Phone weekdays between 5.30-6.30. Ask for Andrew.

**Tel: (01242) 516447**

● Wanted to swap *Mario World* for *Mario All Stars* on the SNES.

**Tel: (01443) 841168**

● *Wolfenstein 3D* for SNES wanted. Will pay up to £30. Ask for Sam.

**Tel: (01460) 72455**

● Urgent! Issues of *The Simpsons* 1-9. Issues of *Batman* or *Robocop* or *Radioactive Man*. Good condition. Will pay anything. Phone anytime after 5pm.

**Tel: (01253) 712627**

● Wanted: *Alien 3*, *Super Battle Tank*, *Addams Family*.

**Tel: (0181) 556 5131**

● Wanted at a reasonable price *Console XS* issue 3 Nov '92 – 'desperately'. Can swap for TOTAL! issues 1-4 or games.

**Tel: (01494) 452355**

● Wanted: Instructions and code book for *Action Replay mk 1*.

Phone after 2pm.

**Tel: (01559) 384104**

## Pen-Pals

● Hi, Dan here. I'm looking for a female pen-pal aged 11-13 who likes football, reading and astronomy. Photo if poss.

**Contact: 21 Brynteg, St Davids, Dyfed, Wales SA6 6SQ.**

## Fanzines

● Like joking around? Then you'll love ONLY JOKING. It's the best joke club. Just send a £1 for a catalogue.

**Contact: Only Joking, 23 Barley Hills, Bishop Stortford, Herts CM23 4DS.**

● Calling all PC owners! Selling disk with well programmed practical jokes and free Shareware game for first buyer. Write for details. Price – £3.50. Free instruction sheet.

**Contact: Chris Sheldrick, Middle Farm, Hinxworth, Herts SG7 5HW.**

● Do you want an A4 book of cheats for the Nintendo, Sega, ST or Amiga. Send an SAE and £1.

**Contact: Adrian Hind, 20 Airedale Court, Chilwell, Nottingham NG9 5PF.**

For the Ultimate read on the Next Gen and the 16-bit, check out issue 1 of *Games Realm* for news, reviews and Pascal programming guide. Send an SAE and £1.25.

**Contact: Neil Beatson, 50 Brooklyn Road, Meersbrook, Sheffield S8 9QL.**

**Reader ads!  
Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers**

To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

## I'm a reader and I want to say...

(Don't worry, dear readers – we won't print your address – unless you're placing an ad for pen-pals.)

Name .....

Address .....

.....

.....

Postcode .....

Tel .....

Parental signature

(Get your parent to sign if you're under 16)

.....

Tick if you're a subscriber ☐

Tick if you want a boxed ad ☐

Write your message in here

Remember to use BLOCK CAPITALS

.....

.....

.....

.....

.....

.....

Classification

.....

Send your ad to: Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing – please do not send cash! Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen-Pals and Messages). No trade ads.



The

# TOTAL!

## Crossword

Popular back page regular which gets angry if you don't attempt it. You're looking at it now. (9)

WIN  
Beavis and  
Butt-head

**Y**ou're quite a clever bunch really, aren't you? Certainly know your Nintendo facts inside out. When we started the crossword a couple of months ago we had no idea it would be this popular, but I still think we're making it far too easy for you. This week is no exception, but get your answers in quickly because next month is going to be an absolute

**Micro** (nine letter word that is the opposite of dream). As usual, send your answers to **The TOTAL! Crossword, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.** Me, Johnny, Debs and **\_\_\_\_\_** will be waiting for your answers (small spindly boy with glasses that constantly gets picked on, five letters).

## Across

- 1 This is one zit it's okay to have. (4,4)
- 5 Little cars that zip around your bathroom (see also 5 down). (5,8)
- 7 Data \_\_\_\_\_. Prolific games producers with a definite direction. (4)
- 8 A logo that was the devil's doing and the cover of TOTAL! 39. (5)
- 9 We paid a visit to his Island last month. (6)
- 10 A place where surfers can find TOTAL! (3)
- 11 Every TOTAL! reader has a massive one of these. (1,1)
- 13 \_\_\_\_\_ bound, the brilliant but bizarre RPG from TOTAL! 46. (5)
- 14 What you're looking to inflict in *Super Punch Out!!* (1,1)
- 15 Danny, Johnny and I all did this many times when playing *Doom*. (4)
- 17 Sly Stallone was the law enforcer we all dread meeting (5).
- 19 Jim Carrey in *Batman Forever*. (7)
- 23 They're moving on up (see also 6 down ironically). (6)
- 25 Everyone's going crazy for *Pinball* on the Game Boy. Especially in the last issue. (5)
- 26 Even with this on *Full*, it's still a terrible racing game. (8)

## Down

- 1 Food for guns, as *Sensible Soccer* players join the Territorial Army. (6,6)
- 2 Does this *Starfish* require surgery? (9)
- 3 The Surprise Platform Smash of 1995 according to TOTAL! 40. (5,5)
- 4 Watch out for these in *Doom*. (5)
- 5 (see 5 across). (5,8)
- 6 \_\_\_\_\_ Robots. (see 23 across). (4,2,3)
- 12 Hell's Hamsters maybe? These mice have big choppers. (5)
- 16 Play *Game Boy Gallery* too often and this is what you'll become. (3)
- 18 Add 64 and you've got the biggest thing happening in '96. (5)
- 20 The machine that sweeps up between periods in NHLPA '94,

someone who decorates cakes, and only decent four letter word we could think of that began with I and ended with R. (4)

- 21 An integral part of filthy racing game reviewed this month. (4)
- 22 You do this in *F1*, *Turbo Toons* and *Micro Machines*. (4)
- 24 Best Place for *Super Battle Tank* on the Game Boy. (3)

A place where surfers can find TOTAL! Three letters? That'll be the sea then...

You do this in *Turbo Toons*? That'll be fall asleep then. Ah, but four letters. Hhmm.



# NEXT MONTH

**Coming Soon...**

## 1996

We gaze into the **TOTAL!** crystal ball with Mystic Rob and give you a glimpse of the future. Film licences, sequels, sports updates and the best new SNES and Game Boy releases, we tell you exactly what to expect. And then, of course, there's the Ultra 64...

1996 - you can't avoid it, we suggest that you prepare yourself

**...Still Here**

## 1995

It was great, wasn't it? Look back over the year with us in our massive review and savour our top 52 games - one for every week of the year!

And there may be a few late entries...

**Micro Machines 2, DKC2, Total Football, 90 Minutes, Separation Anxiety, Revolution X and Frantic Flea** all reviewed.

# FREE!

**MASSIVE FIFA '96  
YEAR PLANNER**

Plan your games year, your footy year, and your other stuff year, with our gorgeous wall-chart calendar.



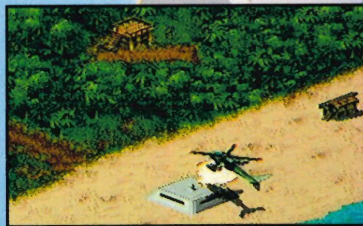
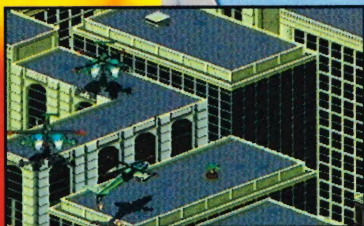
# URBAN STRIKE™

THE SEQUEL TO JUNGLE STRIKE™



AVAILABLE NOW ON  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM™

**THE ACTION - MORE EXPLOSIVE THAN EVER.  
THE TECHNOLOGY - THE MOST ADVANCED.  
THE MISSIONS - LAND, SEA, JUNGLE, CITIES.  
THE ULTIMATE CHALLENGE AND TOUGHEST YET!**



**T-HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH. TEL: 01372 745222**

URBAN STRIKE AND JUNGLE STRIKE ARE TRADEMARKS OF ELECTRONIC ARTS. ELECTRONIC ARTS IS A REGISTERED TRADEMARK OF ELECTRONIC ARTS.  
SUPER NINTENDO ENTERTAINMENT SYSTEM™ AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO CO. LTD. © 1995 T-HQ, INC.